$2.95

CAR WARS®

ADVENTURE GAMEBOOK

0-88038-445-X

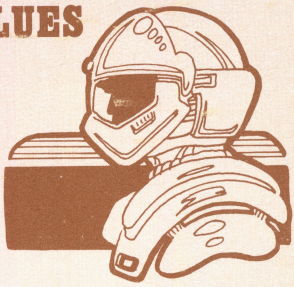
GREEN CIRCLE BLUES

By SCOTT HARING

TM

CHARACTER BOOKMARK

GREEN CIRCLE BLUES



NAME: _____

ATTRIBUTES: (total 10)

DRIVING SKILL _____

GUNNERY SKILL _____

MECHANIC SKILL _____

PRESTIGE _____

INITIAL WEALTH _____

DEFENSE CLASS _____

HIT POINTS _____
(3 + armor)

POSSESSIONS:

MONEY:

TIME Remaining:

Down and out in Boise, Idaho . . .

Hanging on to the shreds of a once-promising duelling career, you're now on the "B" auto-duelling circuit, looking for the big break that will change your luck. You just didn't think that break would come in the form of an eccentric genius named Mitchell Havelock.

Havelock is the technical wizard the government needs to defuse a terrorist bomb in Seattle. But the terrorists — the radical environmental group known as Green Circle — seem to have spies everywhere. Who can you trust? If you make the wrong decision, the Northwest U.S.'s largest food manufacturing plant will go up — along with a good chunk of Seattle!

Your mission is supposed to be a secret, but between the common highway bandits, other road hazards and the terrorists, the drive is not likely to be a lonely one. The fate of Seattle — and a substantial bonus — lies at the end of the road. All you have to do is survive, and avoid coming down with a case of . . .

GREEN CIRCLE BLUES

CAR WARS®

Adventure Gamebook #5

GREEN CIRCLE BLUES

By Scott Haring

Cover art by Jim Holloway
Illustrated by Dan Carroll

Based on the *Car Wars* boardgame
from Steve Jackson Games

TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

To Sue and Wanda, for their company and affection

Playtesters: W. G. Armintrout, Norman Banduch,
C. Mara Lee, Michael Moe

GREEN CIRCLE BLUES is based on a scenario originally written by Scott Haring and David Richardson, which appeared in the Spring 2034 issue of *Autoduel Quarterly* (the *Car Wars* magazine).

GREEN CIRCLE BLUES
Copyright © 1987, Steve Jackson Games Incorporated
All Rights Reserved

This book is protected under the copyright laws of the United States of America. Any reproduction or otherwise unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc., and Steve Jackson Games Incorporated.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd.

Distributed in the United Kingdom by TSR UK, Ltd. Distributed to the toy and hobby trade by regional distributors.

CAR WARS and *AUTODUEL* are registered trademarks owned by Steve Jackson Games Incorporated. *Uncle Albert's* and *AADA* are trademarks owned by Steve Jackson Games Incorporated.

First printing: August 1987
Printed in the United States of America
Library of Congress Catalog Card Number: 86-91769
ISBN: 0-88038-445-X

9 8 7 6 5 4 3 2 1

All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

TSR, Inc.
P.O. Box 756
Lake Geneva, WI 53147

TSR UK, Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

CAR WARS®

ADVENTURE GAMEBOOK INSTRUCTIONS

Welcome to the world of 2037 . . . where adventure is everywhere, and the right of way goes to the biggest guns. This is the fast-paced world of arena combat, highway battles, cycle gangs, and unstoppable 18-wheelers . . . the world of *CAR WARS*!

This is an adventure book in which *you* are the hero. When you begin the book, you will make certain choices. Each choice will send you to a different paragraph. DO NOT just read through the book from paragraph to paragraph. You will start with the Introduction, and go from there. Each choice will send you to a different numbered paragraph, which will give you more information, more instructions, and possibly more decisions.

Each choice you make will have consequences — fame and fortune, or deadly danger. Sometimes you will have to fight enemy cars or other opponents. Combat rules are explained on the pages that follow.

The object of the game is to survive and finish your adventure. If you don't succeed the first time . . . try again, and make different choices.

Good luck!

BEFORE YOU BEGIN

To play this *CAR WARS* adventure gamebook, you will need this book; pencil and scratch paper; and three six-sided dice. You will *not* need an opponent! This is a "solo" game — you can play by yourself. You will roll the dice for both yourself and the foes you meet.

Your character will be shown on a *record sheet* like the one on p. 8. This shows your cash and possessions, and scores for both your character and your car.

Permission is granted to make photocopies of the record sheets on page 8 and the page opposite paragraph 194 — and only those pages — so you don't have to mark in the book.

CREATING A CHARACTER

The first thing you must do is create the "character" you will play in this adventure. Start by deciding what your name will be!

To create your character, divide 10 points among the following 5 characteristics. You must put at least 1 point into each characteristic.

Driving skill. This is your ability to drive all kinds of vehicles; it helps you keep control of your car in a tight spot.

Gunnery skill. This skill controls your ability in all kinds of combat — autoduelling, fistfights, and guns. When you fire from a car, it adds to your Combat Bonus, making it easier to hit your foes.

Mechanic skill. This helps you repair your car.

Prestige. This represents your fame and reputation. High prestige will sometimes get you better treatment — or at least more attention. High prestige also makes you more assertive, and sometimes helps you "fast-talk" somebody.

Wealth. Each point of wealth is worth $1,000 of starting cash. You will need to keep track of money during the game. Cars and other equipment will cost money; you will also be able to earn money through rewards, salvage, etc.

There are two other characteristics:

Defense Class. Normal humans have a Defense class of 9 — they are fragile, but small and hard to hit.

Hit Points. All people have 3 hit points. If you buy body armor, it will take hits for you. It cannot be repaired. Thus, if you have regular body armor and you take 4 hits, the armor will stop 3 and you will only take 1. But the armor is now useless, and any further hits will strike you directly.

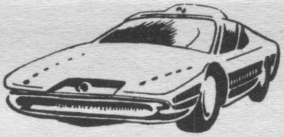
As you play, you will learn more about choosing your skills — though there is no "perfect" choice! If one character fails or dies, just make up a new one — with different skills, perhaps — and try again.

Your character will be shown on a *record sheet* like the one on p. 8. This shows your cash and possessions, and scores for both your character and your car.

YOUR CAR

Your car is almost as important as your driver! Each *CAR WARS* adventure book will give you a different car or choice of cars.

When you get a new car, make a record sheet for it. A blank record sheet is on p. 8. A record sheet for your starting car is on the page opposite paragraph 194.



PARTS OF YOUR CAR

A combat car (or truck, cycle, or trike, for that matter) has several different components. These include:

Body. The bigger the car, the more weapons, gadgets, and armor it can carry. The integrity of your car's body and armor is measured in "hit points."

CAR WARS®

Adventure Gamebook Record Sheet

Name _____

Driving skill _____ Prestige _____

Gunnery skill _____ Initial Wealth _____

Mechanic skill _____ Defense Class 9

Possessions: Hit Points:

Money:

Car Name _____ Hit Points _____

Defense Class _____ Handling Class _____

	Weapon	*Direction*	*Combat Bonus*	*# Dice Damage*	*Damage Boxes*
1.					
2.					
3.					
4.					
5.					

Power Plant _____

Gadgets: Cargo:

Time Remaining:

Control Roll = Driving skill + Handling Class _____

Attack Roll = 2 Dice + Combat Bonus

Combat Bonus = Gunnery skill + Weapon Bonus + Targeting Computer Bonus

Copyright © 1987 by Steve Jackson Games Incorporated

Power plant. In 2037, gasoline is rare, and cars run on electric power. If your power plant is dead, your car cannot accelerate — or move once it is stopped — and you cannot fire lasers. Other car systems will still work — but if you can't fix that power plant, your adventure is over!

Weapons. Cars can come with many different weapons, from the ordinary machine-gun to the expensive (and deadly) laser. Weapons are described in detail at the end of the book.

Gadgets. All sorts of interesting "extras" are available for you and your car. Some help you attack; some help you defend; some do other things. You will find out about these as the adventure progresses.

Possessions. Extra ammo, body armor, grenades, etc. — anything you pick up along the way.

SUCCESS ROLLS

As you play, you will make die rolls to determine what happens to you (or your car). These rolls are made against one of your character's scores — Driving, Mechanic or Prestige.

Roll 1 six-sided die. Compare the number rolled to the proper statistic — Prestige for a Prestige roll, Mechanic for a Mechanic roll, and so on. If you roll that number or less, you succeed — you "make your roll." If you roll higher than your number, you fail.

For example: Fearless Frank makes a Mechanic roll to try and fix his power plant. His Mechanic skill is 3 — he rolls a 2. Since his roll is not *higher* than his skill number, he successfully repairs the power plant.

Sometimes the text will tell you to add a positive or negative number to what you need to roll. If it says to make your Mechanic roll "at a -1 penalty," *subtract* 1 from the number you need. In the example above, Frank would have to roll a 2 (3-1) or less to succeed.

Special rules for Driving (Control) Rolls will be described later.

COMBAT

During your adventure, you will have many opportunities for battle. Combat takes place whenever someone attacks you, or whenever you choose to attack someone else. The text will tell you when you have the chance to fight.

Each combat is settled by the roll of the dice. You will roll for both yourself and your foes.

Combat takes place in turns, with one car attacking at a time. Each attack is resolved before the next one starts. You always fire first unless you are specifically told otherwise.

ATTACK ROLLS

Most vehicles may attack only once per turn. There are two exceptions to this. First, if you have *linked* weapons — one or more weapons connected to a single trigger — they may all fire together. Roll separately for each.

Second, a car may have both a driver and a gunner. *Both* driver and gunner may fire during a combat turn. Each may only fire once per turn. Driver and gunner must shoot with different weapons — a weapon may only fire once per turn. (There can only be one gunner per vehicle — other people in the car besides driver and gunner are passengers *only*.)

Each turn, when you fire, roll two dice and add your *Combat Bonus* (see below). This is your *Attack Roll*. If the result is greater than your target's *Defense Class*, you hit him. Defense Class for each foe will be given in the text. Each car you acquire will have its own Defense Class — also given in the text.

Your Combat Bonus is figured by adding (a) your *Gunnery* skill; (b) the bonus (if any) for the weapon you are using, and (c) the bonus for your car's computer, if any. (If you lose your computer, you lose the bonus it gave you.)

HAND WEAPONS

Hand weapons (pistols, submachine guns, grenades, etc.) are not nearly as powerful as vehicle weapons. But when your character leaves his car, they are important.

Combat with hand weapons is handled just like car combat, except that your Gunnery skill is your only Combat Bonus.

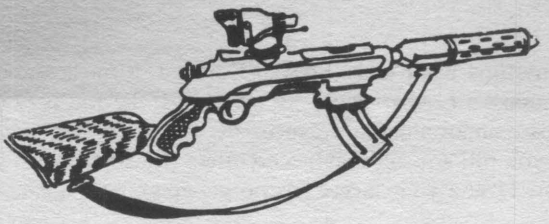
Sometimes hand weapons can be useful against enemy vehicles — but only if a paragraph gives you the option to use them.

DAMAGE RESOLUTION

If you hit someone, you do damage. The amount of damage you do is determined by rolling dice. The better the weapon, the more dice you roll for its effect. For a machine gun, for instance, you roll 1 die, so you can do 1 to 6 hits of damage. A laser will do 3 dice of damage (3 to 18 hits!). There are two types of damage.

General Damage reduces the target's *hit points*. Mark off hit points on the record sheet. When a car has no hit points left, it is *crippled* and stops working. It can no longer drive or fire until repairs give it back at least 1 hit point. Further attacks can still cause Special Damage (below) but have no other effect.

Special Damage is caused by lucky shots, and applies only to cars — never to people. Any time a die comes up "1" on a damage roll when firing at a car, the target takes 1 hit of general damage *and* the attacker gets to roll again on the Special Damage chart on the following page.



SPECIAL DAMAGE CHART — roll 2 dice

Die roll	*Shot hits*	*Effect of damage*
2	Driver	Driver takes 1 hit of damage; can't fire next turn.
3	Gunner	Gunner takes 1 hit of damage; can't fire next turn.
4	Passenger*	Passenger (if any) takes 1 hit of damage.
5	Power plant	Roll 1 die; power plant takes that many hits.
6	Weapon*	That weapon takes 1 hit of damage.
7	Joints in armor	Reduce target's Defense Class by 1 until repaired.
8	Weapon*	That weapon takes 2 hits of damage.
9	Tires	Reduce target's Handling Class by 1 until repaired.
10	Weapon*	Roll 1 die; the weapon takes that many hits.
11	Gadget*	A gadget is destroyed.
12	Power plant	Roll 1 die; power plant takes that many hits.

*If the target vehicle has more than one of these —weapons, gadgets, or passengers — roll randomly to see which one is affected. Example: If you have 3 weapons and a weapon is hit, roll 1 die. On a 1 or 2, the first weapon is hit; on a 3 or 4, the second is hit, and on a 5 or 6, the third is hit.

Any time a car takes Special Damage, it must immediately make a *Control Roll* — see below. If the roll is failed, that car cannot attack next turn.

If you roll a result that has no effect (for instance, if you roll an 11 and your target has no gadgets), roll again.

Hits of Special Damage are shown by marking through the *damage boxes* for that component on the record sheet. When all boxes are marked out, that part of the car no longer works. Destroyed guns won't fire; destroyed gadgets won't work.

If a *power plant* is destroyed, the vehicle is crippled and cannot move. If you destroy the power plant of a pursuing enemy, he's out of the chase. But if your own power plant is destroyed, you must win the battle, and then repair the car — you can't escape otherwise.

When a vehicle has no hit points left, *and* all its damage boxes are marked out, then the car is totally damaged and *cannot* be repaired.

WINNING AND LOSING

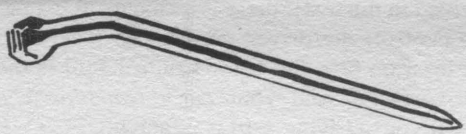
If a paragraph refers to winning and losing a car battle, you *lose* if your driver and gunner are both dead, or if your car has no hit points left. You *win* if your foes lose. Simple. . . .

If you lose a fight, your character will sometimes be able to escape. But your car is lost unless you are specifically given a way to recover it.

Sometimes you can win without destroying your foe, by *crippling* him (see below). It depends on the situation.

CRIPPLING

A vehicle is *crippled* when it can no longer be driven — either because the power plant is lost or because it has no hit points left. At some points in the adventure, fights will be decided by crippling rather than by an actual kill. For instance, a crippled foe cannot pursue you if you flee.



INJURY TO CHARACTERS

A character can be injured outside his car, or by Special Damage rolls #2 and #3 while within a car. (If someone is attacked outside a car, and a "1" is rolled for damage, do *not* roll for Special Damage — that applies only to attacks against cars.)

Healing is often possible — follow the instructions in the text. There are several hospitals along the way — look for the "H" symbol. A character recovers hit points when healed.

When a *person* — your character, your gunner, or an enemy — has only 1 hit point left, he is unconscious. A person who reaches 0 hit points is dead. If a driver is killed or knocked out, his gunner — and only his gunner — can move over and drive. If there is no gunner, the car crashes and is out of the game.

CONTROL ROLLS

When your car takes Special Damage (and at certain other times, given in the text), there is a chance of losing control. To keep control, the driver must try to make his *Control Roll*, or less, on one die. Your Control Roll is the sum of your *Driving skill* and your car's *Handling Class*. For instance, if your Driving skill is 2, and your car's Handling

Class is 3, your Control Roll is 5. If you must make a Control Roll, you will keep control on a roll of 5 or less.

If you have a Control Roll of 6, you will never lose control — *except*:

(1) If you roll a 6, roll again. If you roll another 6, you lost control anyway!

(2) Under certain conditions (you will find out more as you play), you may have to subtract from your Control Roll! For instance, to make an especially hazardous turn on a wet road, you might have to make your Control Roll at a -2 penalty.

The results of a loss of control will vary with the situation. Sometimes it will just mess up your aim for a minute. Sometimes it might send you off the road, into the ocean far below . . .

If you fail a Control Roll during combat, and no other instructions are given, your vehicle misses its next turn while you regain control.

REPAIR

If your vehicle is damaged, you can pay for repairs in a garage. You may also repair damage yourself by rolling against your Mechanic skill.

A mechanic can repair general damage (replacing lost hit points) and some types of special damage. Some things may NEVER be repaired by a mechanic. These include computers, body armor, and people! Also, no mechanic may give a car, or any part of a car, more hit points than it had to begin with.

You may only attempt repairs when the text gives you that option.

SALVAGE

After a successful battle, you may be able to salvage ammo and other loot from your defeated opponents. List salvaged items under "Possessions" — you may be able to use or sell them later.

EXAMPLE OF COMBAT

This is a combat between Fearless Frank and two motorcycles. It started when Frank read paragraph #546, telling him that two cyclists in green jackets were on his tail. Frank had to make a decision: try to escape, ignore the cyclists, or fight. He knew the cyclists were enemies, so he pulled into a deserted parking lot, spun around, and charged at his foes!

All the statistics (weapons, Defense Class, etc.) for Frank and his car would be given on his record sheet. All the statistics for the enemy cycles would be given in the paragraph that tells about the fight.

TURN 1: Frank fires first — he decides to aim for Cycle #1. His Combat Bonus is 5 (3 for a Gunnery skill of 3, 2 for his targeting computer). He rolls 2 dice and gets a 7; then he adds his bonus of 5, for a total of 12. Cycle #1 has a Defense Class of 11 — so Frank's shot hit him!

His weapon is a recoilless rifle, doing 2 dice of damage. He rolls 2 dice, getting a 4 and a 5. Cycle #1 takes 9 hits of general damage!

Now the cyclists return fire. The first cyclist has a Combat Bonus of 2 (for his Gunnery skill). He rolls 2 dice and gets a 6. The total is 8. Frank's car has a Defense Class of 10, so the shot misses.

The second cyclist has the same statistics, but he rolls and gets a 9. 9+2=11, which beats Frank's Defense Class. He hit Frank. His machine-gun does 1 die of damage. He rolls a 4, so Frank takes 4 hits of general damage.

TURN 2: Frank fires at #2 this time. He rolls an 8 this time. Added to his Combat Bonus, this is 13 — so he hits. He rolls 2 dice, and gets a 6 and a 1. The total is 7, so he does 7 hits of general damage. However, the "1" die entitles him to one roll on the Special Damage table.

He rolls a 10 — weapon destroyed. That cycle has only one weapon, so it's out of commission!

Since the cyclist took Special Damage, he has to make a Control Roll. The cycle's Handling Class is 2; the cyclist's

Driving skill is 2. His Control Roll is 4. You roll for the cyclist, getting a 5. The enemy loses control! The special instructions in the text tell you that any cyclist who loses control here will automatically crash — so #2 is out of the fight!

Cyclist #1 shoots back. He rolls 2 dice and gets an 8. 8 plus his Combat Bonus of 2 gives 10. This equals Frank's Defense Class, but does not *exceed* it. So the shot misses!

Cycle #2 has crashed, so it's Frank's turn again.

TURN 3: Frank switches his aim back to Cycle #1. He rolls a 3. 3 plus 5 is 8 — not good enough to beat the cycle's Defense Class of 11. Frank misses.

Cycle #1 returns fire. Its roll is a 9, good enough to hit (figure it out). Its damage roll is 5, so Frank's car takes 5 more hits of general damage. But it is tough — it started out with 40 hit points, so these are just flea-bites.

TURN 4: Frank fires on #1 again. He rolls an 11, an easy hit! He rolls 2 dice for damage and gets two 5s. The cycle takes 10 hits. Since it started with only 15 hit points, and has now taken a total of 19 hits, it crashes!

Frank has won; neither foe can trouble him further. He turns to the paragraph that begins "If you won the fight . . ." to see what happens next.

STARTING THE GAME

Now you're almost ready to start! Go back to page 6 to choose skills and wealth for your character, and finish the record sheet (use the one with the Jupiter).

When you're ready to begin, read the Introduction on the next page, and follow the instructions there. Soon you'll be speeding down the road to adventure. Ready?

For advanced rules and a definition of terms used in this game, see the end of the book.

GREEN CIRCLE BLUES

INTRODUCTION

The Piston Ring bar is neither the biggest nor the nicest bar in Boise, Idaho. But it *is* the closest to the autoduel arena, and after a long day in the arena pits, that's reason enough to give the Piston Ring your business.

As you intently study your half-empty mug of algaebrew, you think about the strange turns of life that brought you here, with a duelling car that barely runs and nothing in the bank.

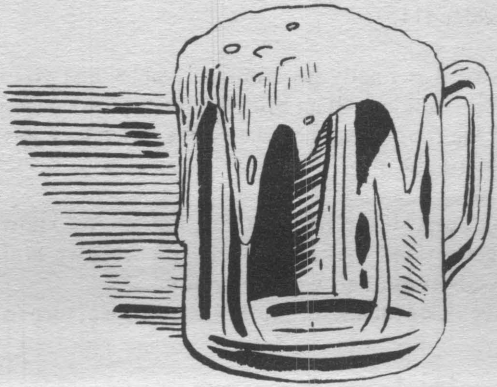
They say autoduelling is a sport for the young, and that last year's star is this year's memory. Well, you smile grimly as you think, that's certainly true. It was only three years ago that you were in the AADA Division 10 National Championship. You didn't win, but even a third-place finish is good enough for serious money and the attention of a sponsor whose bankroll will let you move up to the big divisions and the big money.

Then it fell apart in less than six months: A gunner/mechanic/partner killed in a freak pit explosion, a few tough losses, a sponsoring corporation that went bankrupt still owing you thousands of dollars, and a messy divorce. "Too much time away from home," the legal papers said. Couldn't anyone understand you were chasing a dream? No one understood. The media machine that delights in making heroes out of ordinary drivers is just as quick to tear them down. The only reporters that talk to you now are working on "Whatever Happened To . . ." stories.

But you know, deep down, that you're still good. Getting a chance to prove it, however, has not been easy. Which brings you to Boise — not the dingiest arena you've ever fought in, but definitely not the big leagues. No money for a mechanic, so you've been working on your car yourself. They say on-the-job experience is best, but this is pushing it. The next event is a week away, but this was the only arena in one-charge range. If you expect to buy any practice ammo between now and the duel, you can only afford one more algaebrew tonight.

No point in drinking more than two of these foul things, anyway, you think, as you signal the waitress for one more.

Turn to 313.



1 The radio remains silent. About three miles down the road, you enter a stretch of highway where the right shoulder is solid rock and the left is sheer cliff. As the road curves off to the right, you see a glint of reflected sunlight in the rock wall — an emplaced gun, set up to command the entire curve of highway! At that elevation, protected by the natural rock bunker, the gun would have given you no chance to fight it out. You hope your little deception is enough to get you past.

You come out of the curve, still feeling the sights of that big gun on your back, when the CB crackles to life with curses, and a stream of talk so fast and distorted you can't make it out. You do understand the last words of the message, though: "Blast 'Em!"

The gun in the rocks immediately barks to life, but its first shot misses. "Ranging shot," Havelock mutters. What will you do?

Continue at your present speed (130)?

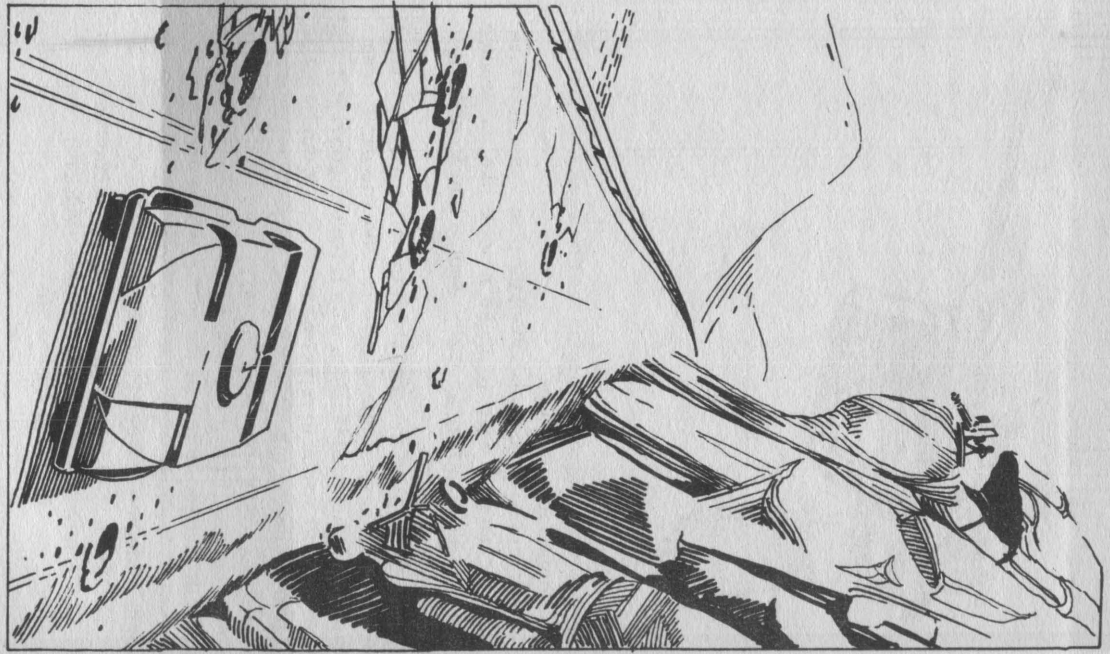
Floor it on this treacherous road (143)?

Surrender (115)?

2 The road is finally becoming drivable, and you begin to feel confident about bringing the Jupiter up to speed. Between the rough road and the coffee, Havelock has been bouncing off the roof, but now he appears to be settling down a bit.

The CB crackles to life. "Hello, Jupiter. We know who you've got — and that should tell you who we are. Pull over, give him up, and we'll let you go."

If Havelock is dead, turn to 158. Otherwise, turn to 322.



3 You decide against opening the briefcase — it might be trapped in some way.

"I don't know much else about the plan," the biker says. "But the attacks were to make it look like we wanted Havelock dead, when we really wanted him to make it to Seattle."

You think for a moment about the briefcase. You can't just leave it here in the wilderness, and you can't contact Wilkes and his friends. Even with Havelock gone, you *still* have to go to Seattle to report what you know. And what do you do about the biker?

"Don't worry about me," he says. "Gordie'll be back in a few minutes. I'll tell him you never even stopped. I can't go with you — the rest of the group would mark me in a second." With a respectful nod, you head back to the Jupiter, lugging Havelock's briefcase.

For the rest of the adventure, simply ignore any comments the now-absent Havelock makes. Mark off 1 hour for the fight and stop, and turn to 96.

4 It's been an uneventful 30 minutes since you left LaGrande (mark it off) — the highlight of which was a Havelock mini-speech about the evils of algae-based food.

"They could make the stuff better tasting, more nutritious — and here's the kicker — *cheaper* in the long run to produce. But the retooling would be a big investment, and it wouldn't look good on this year's balance sheet.

"All those gutless greedheads, grabbing an extra dollar here or there, and the hell with the public! I can afford real food most of the time, but I really feel sorry for poor folks who've never had a real steak, or sourdough bread — do you have any idea how good fresh-baked bread is, right out of the oven?

"Well, those days are gone. Megabusiness has taken away another one of life's simple pleasures and found a way to gouge the poor with it."

Havelock goes on like this for quite a while, and you begin to wonder whether Wilkes and his buddies hired you just so they wouldn't have to put up with Havelock on a long drive. You almost wish for something to break up this monotony.

Turn to 307.

5 Thoughts race through your mind as you stand there. What about your mission? What about Havelock? You've got a deadline to meet . . .

Dickson says, "I know you're not from around here, pal, but don't you have a heart? Look . . . I'm going. If you're not, just get out of here."

If you decide to run after him, turn to 180. If you're determined not to get involved, turn to 79.

6 "No," you say. "I guess it's just my imagination."

"He is a weird duck, that's for sure," Wilkes says. "But he's the only one that can defuse that detonator. We need him."

Return to 382.

7 To get the first part of your report, turn to 16 and read the information there. Then ignore the choices at the bottom of the entry, and return here to continue reading.

"Bandit, ambush, and duelling action on the planned route is rated 'above average' throughout. Statistical analysis indicates a higher-than-average number of vehicular ambushes occurring on I–80 between Baker and LaGrande, but no cause has been identified. The Snoqualmie Preservation Society has recently renewed its threat to take over I–90 as it passes through the Snoqualmie Forest just east of Seattle, but travelers' reports indicate no trouble passing through the area.

"Police advisory: The Yakima City Council has authorized additional expenditures for their police department in direct proportion to revenues taken in. Expect to be stopped for the slightest offense. Our reports tell us that if treated with a little respect, most Yakima officers will let you go with a 'fine' of no more than $100. Drivers causing trouble have suffered much worse. The AADA has, of course, filed a protest, but for now, our advice is to simply be respectful and pay."

If you've changed your mind and want more information, return to 270 and choose again. Otherwise, return to 256 and choose again.

8 You get up from your table and head toward the two groups. "Look, everybody, why don't we save this for the arena? We don't need to redecorate this dive, anyway." Roll 1 die: On a 1–5, turn to 157. On a 6, turn to 172.

9 You keep running. The pursuing cruiser fires a warning shot. Up ahead, you see three more police cars, lined up in a roadblock! If you take them all on, turn to 202. If you decide to pull over, turn to 387.

10 In each envelope, there are the same two pictures. One is of Havelock, and it looks like it was reproduced from some vidnews story. The other is of you, sitting in a chair! The photo looks very familiar, too . . .

Roll 1 die. On a 1–3, turn to 217. On a 4–6, turn to 203.

11 You climb back out of the car, and Havelock walks up to you. "Very brave," he says sarcastically. "I can see I'm in big trouble." The duellists in some of the other pits are also looking at you kind of funny — this is one story that will get around.

Cross off 1 point of Prestige. Turn to 68.

12 Topping off the Vulcan's ammunition level costs $50. Full reloads for the SMG and light pistol cost $50 and $25, respectively. Add them to your record sheet.

After you've bought them (or decided not to), return to 275 and choose another topic.

13 Zeke is somewhat of a chatterbox, and at one point in your conversation, he asks you about why you're going to Seattle. If you tell him what's going on, turn to 27. If you just make something up, turn to 41.

14 This is unspoiled wilderness — even a few feet off the road, the terrain is definitely rough. As rangers scatter from your path, you try to hold the car on line.

Try a Control Roll, at –2. If you make it, turn to 28. If you fail, turn to 42.

Zeke has to make the same Control Roll, again at –2. If one of you makes it and the other doesn't, check out both paragraphs to find out what happens to each of you.

15 "It's a clean line on I–90 all the way into Seattle," says a man drinking coffee. "Shouldn't have any trouble."

If you also ask about bandit activity, turn to 29. Otherwise, it's time to get back on the road. Turn to 321.

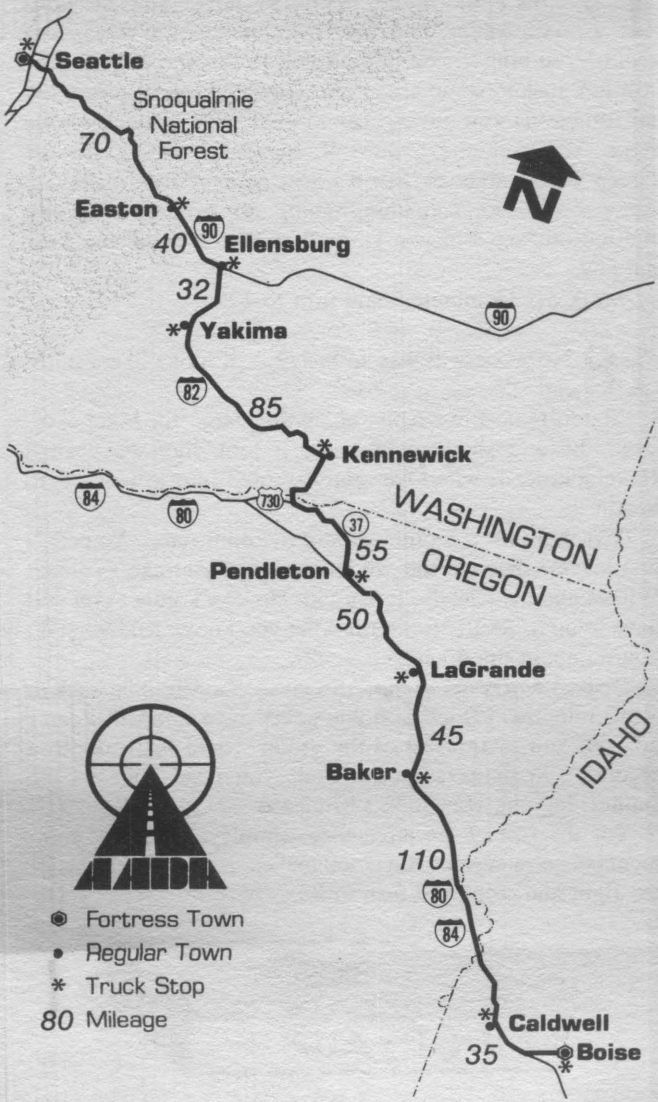
16 It takes the secretary a few minutes to get a printout and a map. (See the map on the facing page). She goes over them with you.

"Our recommended route is I–80 out of Boise, heading northwest through Caldwell and then across the state line into Oregon. Continue on I–80 through Baker and LaGrande to Pendleton. Then turn north on 37, connecting here with 730, and cross the Columbia River into Washington at McNary Dam. After that, I–82 is open through Kennewick and Yakima. Then you pick up I–90 here at Ellensburg, and it's a straight shot into Seattle.

"I–80, I–84, and I–90 are all in reasonably good condition, though I–82 from McNary Dam to Kennewick — about a 30-mile stretch — is classified 'rough.' Oregon highways 37 and 730 are serviceable, but small.

"Baker's Dozen Truck Stop in Baker, Oregon, is currently under AADA sanction for deceptive business practices. We do not recommend you stop there unless in an emergency. A full charge should safely get most duelling vehicles to LaGrande, anyway. Acceptable recharge and repair facilities along your route can be found in LaGrande, Pendleton, Kennewick, Yakima, Ellensburg, and Easton. Thank you very much, and have a safe trip."

If you've changed your mind and want more information, turn back to 270 and choose again. Otherwise, return to 256 and choose again.


Seattle
Snoqualmie
National
Forest
70
Easton
90
40
Ellensburg
32
Yakima
90
82
85
Kennewick
84
80
730
37
WASHINGTON
55
OREGON
Pendleton
50
LaGrande
45
IDAHO
Baker
110
80
84
Caldwell
35
Boise
Fortress Town
Regular Town
Truck Stop
80 Mileage

17 Slowly, the Jupiter begins to move. Then, it gains momentum, and falls over on to its wheels. The two of you climb back in, and you restart the engine. The roll has shaken some sense into Havelock — he gives you no trouble as you put the car in gear and get back on the road. You continue toward Kennewick, waiting for the Green Circle ambush, but it never comes. This makes no sense — there's something going on here you haven't figured out yet, but you know that Havelock is somehow the key.

Mark off 15 minutes, and turn to 177.

18 No wonder it was so heavy — it looks like a mini-nuke!

"I don't know much else about the plan," the biker says. "But the attacks were to make it look like we wanted Havelock dead, when we really wanted him to make it to Seattle."

You think for a moment about the mini-nuke. You can't just leave it here in the wilderness, and you can't contact Wilkes and his friends. Even with Havelock gone, you still have to go to Seattle to report what you know. And what do you do about the biker?

"Don't worry about me," he says. "Gordie'll be back in a few minutes. I'll tell him you never even stopped. I can't go with you — the rest of the group would mark me in a second." With a respectful nod, you head back to the Jupiter, lugging Havelock's briefcase.

For the rest of the adventure, simply ignore any comments the now-absent Havelock makes. Mark off 1 hour for the fight and stop, and turn to 96.

19 Time to fight. Here are the stats on the three cycles:

CYCLE #1 (WHISK)

Light Cycle, 15 hit points. Defense Class 10; Handling Class 3.

Weapons: Machine gun to front (Combat Bonus 0, 1 die damage, 3 damage boxes.

Power plant: Small cycle (2 damage boxes).

The cyclist is Cyclist–2, Gunner–1, and has body armor.

CYCLE #2 (SAMSON CORONA)

Heavy Cycle, 35 hit points. Defense Class 12; Handling Class 1.

Weapons: Recoilless rifle to front (Combat Bonus 0, 2 dice damage, 4 damage boxes).

Power plant: Large cycle (4 damage boxes).

The cyclist is Cyclist–1, Gunner–2, and has no armor.

CYCLE #3 (PUNISHER)

Heavy Cycle with Sidecar, 40 hit points. Defense Class 12; Handling Class 2.

Weapons: 2 linked machine guns to front (Combat Bonus 0, 1 die damage each, 3 damage boxes each).

Power plant: Large cycle (4 damage boxes).

Gadgets: Targeting Computer (Combat Bonus +1).

The cyclist is Cyclist–2, Gunner–1, and has no armor. The sidecar passenger has no armor.

You can fire at any of the cycles. Write down this paragraph number, so that you can refer back to here for the cycle stats.

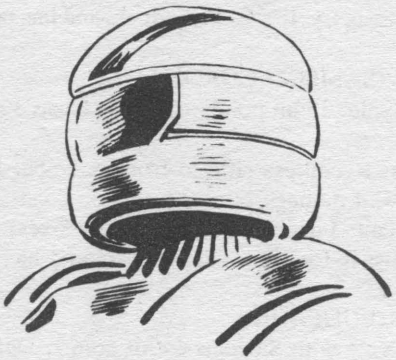
After 2 turns, if Cycle #3 has not been wrecked, turn to 78.

If 2 of the 3 cycles are destroyed, turn to 93.

If your car is crippled, or if you are killed, your adventure is over.

20 You dash over to the porch, and start to lift the timber off the old man. Roll 1 die. On a 1–5, turn to 94. On a 6, turn to 109.

21 If Havelock was dead when you brought him, turn to 50. If he was missing, turn to 71.



22 "Thanks for nothing," Havelock says as he dusts himself off. "I don't think anything's broken, this time. Why don't you just keep your distance from now on?" Your eyes meet with Hal's, who rolls his in disbelief. Turn to 68.

23 Discretion is the better part of valor, you think, as you edge toward the exit. Just then, a kid wearing an apron and wielding a straw broom like a broadsword comes running from the back room. He jumps on the drunk's back, yelling, "You leave Molly alone!" The fight is on, and the mayhem is spreading like wildfire.

Roll 1 die: On a 1–4, turn to 187. On a 5–6, turn to 127.

24 No matter how hard you try, you just can't figure it out. Turn to 114.

25 The police car crashes, but you can hear the wailing sirens of reinforcements! You look for a side road or a place to hide. Roll 1 die. On a 1–5, turn to 216. On a 6, turn to 232.

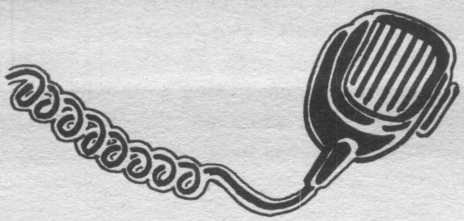
26 You ask for standard travelers' information at first, but you quickly work Green Circle into the conversation. When you mention them, one of the secretaries gets on the phone and says into it, "Mr. Simpson? There's someone out here I think needs to talk to you."

In a few seconds, the back office door opens. A pleasant-looking man in his early 60s motions to you, and says, "Perhaps we should talk back here, while Gladys prepares the other reports you need." You suddenly feel uneasy — is this guy on the level? Or have Wilkes and Henderson just made you paranoid? It could just be your imagination.

If you talk with this man, turn to 141. If you'd rather not go into the back office alone, turn to 156.

27 You tell Zeke about the nuke in Seattle, and the terrorists, and the secret mission. "I'm from Seattle." Zeke says, "and it's a real nice place. I'd hate to see it blown up. I'm with you all the way."

Zeke will now fight with you under any circumstances, and will fight to the death. Turn to 367.



28 You keep the car going straight, then pull it back on to the highway. If Zeke also makes his Control Roll, he's with you. A few wild hand-weapon shots are fired in your direction, but the pursuit is disorganized — they'll never catch you. This little evasion took no time.

Turn to 165.

29 "I haven't heard much," a man says. "There are the usual rumors about roadblocks in the Snoqualmie, but I just came that way, and didn't see nothing."

If you also ask about road conditions, turn to 15. Otherwise, it's time to get back on the road. Turn to 321.

30 "That's all I know, really." The biker locks eyes with Havelock. "So you're the man, huh?" Havelock's face is a mixture of fear and hate.

"Come on," Havelock says, "we're not getting anything more out of him."

What will you do? Kill him (62), or leave him for the authorities (47)?

31 The car is careening all over the road, though you haven't lost control — yet. Havelock, wrestling with the wheel, reaches one foot over and covers yours on the accelerator! Things are getting out of hand quickly.

What will you do?

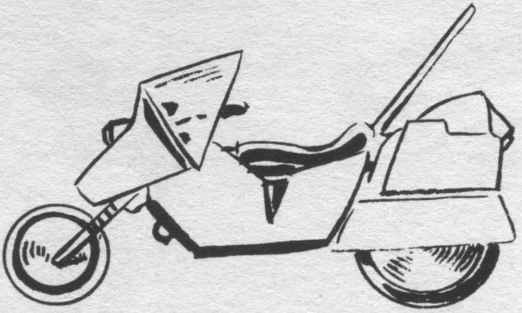
Continue to wrestle for control (61)?

Try to calm Havelock down (40)?

Beat some sense into Havelock (91)?

Threaten Havelock with a gun (106)?

32 The cruiser continues to slug it out with you. Three more come on the scene, and they're not in the best of moods. Your adventure is over.



33 While you intently study the fast-approaching cycle and sidecar, the other two cycles open fire!

CYCLE #1 (WHISK)

Light Cycle, 15 hit points. Defense Class 10; Handling Class 3.

Weapons: Machine gun to front (Combat Bonus 0, 1 die damage, 3 damage boxes.

Power plant: Small cycle (2 damage boxes).

The cyclist is Cyclist–2, Gunner–1, and has body armor (which gives him 3 extra hit points).

CYCLE #2 (SAMSON CORONA)

Heavy Cycle, 35 hit points. Defense Class 12; Handling Class 1.

Weapons: Recoilless rifle to front (Combat Bonus 0, 2 dice damage, 4 damage boxes).

Power plant: Large cycle (4 damage boxes).

The cyclist is Cyclist–1, Gunner–2, and has no armor.

CYCLE #3 (PUNISHER)

Heavy Cycle with Sidecar, 40 hit points. Defense Class 12; Handling Class 2.

Weapons: 2 linked machine guns to front (Combat Bonus 0, 1 die damage each, 3 damage boxes each).

Power plant: Large cycle (4 damage boxes).

Gadgets: Targeting Computer (Combat Bonus +1).

The cyclist is Cyclist–2, Gunner–1, and has no armor. The sidecar passenger has no armor.

Cycles #1 and #2 get a free shot at you. The sidecar passenger is only a few yards away from your car — can you afford to let these two cycles pepper you, while you're concentrating on the sidecar passenger?

Havelock seems only mildly concerned. "Are you just going to let them shoot at us all day?"

If you continue concentrating on the sidecar passenger, turn to 108.

If you give up on special maneuvers and just start shooting: After 2 turns, if Cycle #3 has not been wrecked, turn to 78. If 2 of the 3 cycles are destroyed, turn to 93. If your car is crippled, or if you are killed, your adventure is over.

34 You run over to help Dickson and the two men with the water wagon. With four pulling on it, it moves a lot easier, and you have it in position in a matter of seconds . . . You hear the sound of sirens in the distance, and you see more people running across the field from the truck stop.

The little boy runs all the way to the burning shack. He leaps on to the porch and wrestles with the timber that fell on his grandfather, but to no avail. Then the entire shack sags forward, and the pair disappear into a maelstrom of smoke and fire.

Turn to 124.

35 A whimpering Havelock tells the whole story: Havelock is one of the leaders of Green Circle. He tipped the group off so they could steal the detonator when it was being shipped for testing. He's also the leak in Boise, hampering federal efforts to recover the detonator.

The group that took over the Seattle food plant doesn't have a real nuke — just a detonator. The plan was to have the government deliver Havelock to the plant, and he would bring in a mini-nuke from Smith/Havelock Labs. The mini-nuke is in Havelock's briefcase.

The Green Circle "attacks" during the trip were setups to convince the government that Havelock was a target, not an ally. Two incidents — the radio threat and the three-car attack — Havelock knew nothing about. He figured it was a Green Circle double-cross, an attempt to silence him, but he was in it too deep to go to the government for protection.

All of this means, among other things, that the terrorists holding the algae plant are bluffing — they have a detonator, but no bomb! A SWAT team is sent in, and makes short work of the terrorists.

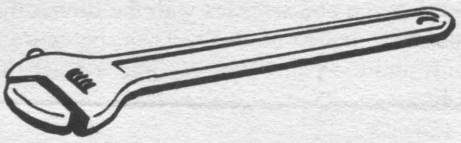
Wilkes turns to you. "Well, hero," — he smiles — "what are we going to do with you?

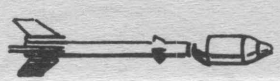
Whatever fee you agreed on in Boise, it's doubled and paid in cash. (If you agreed to make the trip for no money at all, you still get $10,000).

In addition, your heroic efforts are front-page news across the country, and you spend the next week or *two* deciding which of the hundreds of major manufacturers contacting you will get the privilege of sponsoring your major-league autoduelling comeback.

Congratulations — you've got it all.

— THE END —





36 You explain to the salesman the situation you're in, particularly the time constraints you're under, and he says, "Hmmm . . . that rules out anything that involves a retrofit on the car — those jobs just take too long. Let's see what we've got in hand weapons." He takes you over to a smaller section of the store, and points out two possible items:

A Laser Targeting Scope. This item fits any hand weapon, and has a Combat Bonus of +1. It costs $500. There is only one available.

A Light Anti-Tank Weapon (LAW). This item has a Combat Bonus of -1, but does 3 dice of damage when it hits! It is a one-shot weapon, however — once fired, the weapon is used up. There are two of these available, and they cost $500 each.

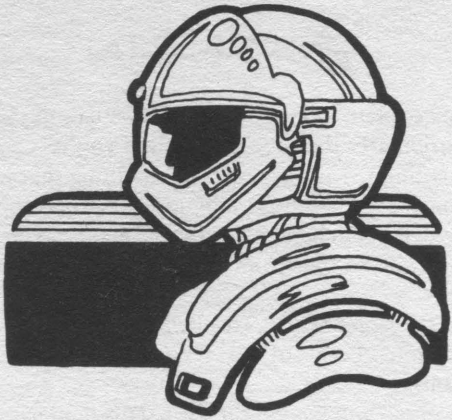
If you know an account number that might save you some money, turn to that paragraph number. If you don't know any number, buy what you can afford and mark off 15 minutes. If you are out of time, turn to 194. Otherwise, return to 256 and choose again.

37 A kid wearing an apron and wielding a straw broom like a broadsword comes running from the back room. He jumps on the drunk's back, yelling, "You leave Molly alone!" The fight is on, and there's no escaping the mayhem now.

Turn to 85.

38 Not a very good attempt at shaking him off, but he knows you've got nothing better to do than to try again. As you drive across a short bridge, he jumps! Is there water down there? Does he know? Does he care? You'll never know . . .

Turn to 183.



39 The biker looks hard at both of you, then casts his eyes downward. "I don't know what it means," he says. "I only know what my orders are."

"We're wasting our time," Havelock says.

It looks like you've learned all you can. If you kill him, turn to 62. If you leave him for the authorities, turn to 47.

40 You continue to wrestle, talking firmly all the while. "I'm not going to give you to them. You've got to believe me. I'm in this all the way." Try a Prestige Roll. If you make it, turn to 151. If you fail, turn to 166.

41 You make up some story about a dear old aunt, and Zeke quickly goes on to other topics of discussion. Turn to 367.

42 Too many rocks and stumps — your car slides sideways, then flips. By the time it comes to a rest, you are surrounded by some very angry rangers. "You hurt a tree," one of them says as he raises his rifle.

Your adventure is over.

(If this result happened only to Zeke, he is out of the adventure. Turn to 165.)

43 Oregon 37 and 730 are just as described — narrow, but perfectly acceptable. After 1 hour on those back roads (mark it off), you get a beautiful view of the Columbia River as you cross on the McNary Dam.

Then you're in Washington. It looks like I–82 was designed to go farther south and hook up with I–80, but it never made it. There are stretches that were never finished, overpasses only one lane wide, and stripped, rusted hulks of construction equipment littering the road.

If you slow down for safety, turn to 57. If you keep regular expressway speeds, turn to 73.

44 It takes no time to dial a phone. After four rings, a voice answers on the other end. "Piston Ring. Newell here." You tell Ernie who you are.

He says, "Great to hear from you, but I'll tell you — the delivery truck's pulling up right now, and I'm the only one here. I can't talk long, but shoot." You can ask Ernie about:

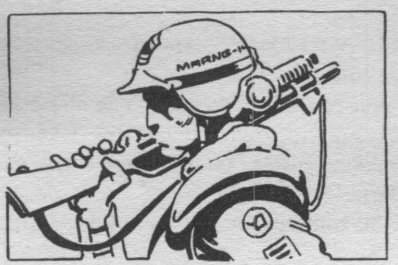
The roads to Seattle (65).

Green Circle (81).

Havelock (366).

Anything else he can think of that you ought to know (111).

After answering 2 questions, Ernie has to get off the phone. If you still have any time, you can turn back to 256 and choose another action. Otherwise, turn to 194.



45 Just a couple of quick questions for Havelock before you leave. No, he doesn't know how to operate vehicular weapons. No, he's not interested in learning. No, he won't carry a hand weapon. "Violence is barbaric," he says. No, he won't let you put his briefcase in the cargo area. "This case stays with me at all times." No, he won't wear body armor.

And no, he doesn't particularly want to go to Seattle. "Especially not in this rolling death trap you call a car — never mind how they talked me into it. I guess deep down, I'm an altruistic person."

The systems check is complete. You and Havelock strap in and are ready to go — time to hit the road. Havelock is sitting in the Gunner position. (If the Special Damage Chart on p. 12 indicates the "Gunner" is hurt, Havelock takes the damage.)

Turn to 184.

46 The car just won't budge. Only a tow truck can set it right. You're almost sure you're in radio range of Kennewick, and maybe in range of Pendleton, too. What will you do?

Radio Kennewick for help (83)?

Radio Pendleton for help (113)?

Wait for a passerby (128)?

Use a special radio code? (If you know about a special radio code from the Boise AADA office, you may use it by going to the paragraph number in the code.)

47 "He's not talking," Havelock says. "Let's just leave him."

"Maybe you're right," you say. You climb back in your car, and once on the road, contact the Ellensburg police about the attack, telling them where they can find the wounded biker.

Mark off 30 minutes for the fight and stop, and turn to 96.

48 You open fire, trying to pick off the man in the sidecar. The partial cover of the sidecar increases his Defense Class to 10. You get 1 shot. While you're shooting at him, all three cycles are firing at you.

CYCLE #1 (WHISK)

Medium Cycle, 25 hit points. Defense Class 11; Handling Class 2.

Weapons: 2 heavy rockets to front (Combat Bonus –1, 3 dice damage, 2 damage boxes).

Power plant: Medium cycle (3 damage boxes).

The cyclist is Cyclist–2, Gunner–1, and has body armor (which gives him 3 extra hit points).

CYCLE #2 (SAMSON CORONA)

Heavy Cycle, 35 hit points. Defense Class 12; Handling Class 1.

Weapons: Recoilless rifle to front (Combat Bonus 0, 2 dice damage, 4 damage boxes).

Power plant: Large cycle (4 damage boxes).

The cyclist is Cyclist–1, Gunner–2, and has no armor.

CYCLE #3 (PUNISHER)

Heavy Cycle with Sidecar, 40 hit points. Defense Class 12; Handling Class 2.

Weapons: 2 linked machine guns to front (Combat Bonus 0, 1 dice damage each, 3 damage boxes each).

Power plant: Large cycle (4 damage boxes).

Gadgets: Targeting Computer (Combat Bonus +1).

The cyclist is Cyclist–2, Gunner–1, and has no armor. The sidecar passenger has no armor.

If you hit the sidecar passenger, turn to 123. If you miss, turn to 138.

49 You tell the Gold Cross operator the whole story. "I'll admit, it's very unusual for a person in your situation to do this," she says. "But it's smart in the long run. After cloning, Mr. Murphy will retain memories of his 'death,' including your involvement. Due to the circumstances, however, we will advise Mr. Murphy to refrain from any vendettas. Now, if you'll let me talk to the manager of the truck stop — Pendleton, Oregon, you said? — I will arrange for storage."

After the cashier gets off the phone, he has you bring Murphy's body into the food-storage locker. "It's a good thing you're doing," he says. You gain no Prestige (*you were expecting a reward after greasing an innocent courier?*), but at least you've atoned as best you can.

This takes 30 minutes. Return to 240 and choose again.

50 "Havelock and Green Circle nearly fooled us all," Wilkes says. "If he hadn't gotten killed on the road, they still might have."

Time for your reward. You get whatever fee you agreed on in Boise, in cash. The Jupiter is also completely repaired, for free. As your role in this incredible story comes out, you gain 2 points of Prestige, and several offers of sponsorship for a comeback in the autoduelling arena.

A good night's work — congratulations.

— THE END —

51 You wander around for 15 minutes (mark it off), but most of the items are retrofit vehicle accessories, with installation times running from 3 hours and up.

What will you do?

Summon the salesman (36)?

Keep looking (186)?

Give up (return to 256)?

(If you're out of time, you must turn to 194.)

52 "Well," the waitress says, "that sounds like a yes to me. Here you go, sir, compliments of that good-looker in the corner." Then the waitress throws the algaebrew in his face! As the bar erupts in laughter, she quickly retreats behind the bar, where the bartender keeps his hands beneath the counter — sure sign of a shotgun. The victim of the algaebrew stands there fuming, rubbing the foam out of his eyes. His buddies are on the floor, holding their sides.

Suddenly, the beer-soaked man turns to you and bellows, "No one makes a fool of me! You'll pay!" and runs toward you!

What will you do? Stand up to fight (371), try to calm him down (386), or try to run (399)?

53 The cop takes a close look at you, and then the car. He says, "Say, I've heard of you — they're talking about you up and down the Interstate. It was a helluva thing you did back in Pendleton. Sorry for the inconvenience — you can go." He never even checks your papers.

Turn to 384.

54 You hear an anguished scream, as the "fly" sails sideways and backward, hitting the pavement, then rolling off the side of the road and out of sight. Turn to 183.

55 Your shot misses. The cycle passenger takes aim at you.

He is a Gunner-1, and his SMG (Combat Bonus 0) does 1 die of damage. If he hits, mark off the damage.

He gets only 1 shot, though, as the dozen or so other guns that have been brought to bear take their toll, and the cycle skids into a far wall.

You pick yourself up off the floor (improved body armor or no, an automatic weapon still delivers quite a punch). Hal rushes over to you, but smiles when he sees you're okay.

"Duellist's best friend," you say, patting the damaged plates of your armor. "I don't suppose there's time to replace this?" Hal shakes his head no, and then turns to inspect the wrecked cycle.

Turn to 68.

56 You spend 1 hour on the road (mark it off), when you approach the turn-off for Baker. You don't need a recharge yet, but like many drivers, you prefer to "top off" at every opportunity to avoid trouble.

You may stop here (69), or drive on (72).

57 You slow down to about 30 mph, and pick your way through potholes, chunks of concrete, and parts of road that are just gone. After 1 hour (mark it off), the road gets better. Turn to 2.

58 You pull in at the recharge station ($50 and 15 minutes — mark it off), and get out to check out the other facilities. If you ask about repairs, turn to 89. If you want information, turn to 104.

59 You hear an anguished scream, as the "fly" sails sideways and backward, hitting the pavement, then rolling off the shoulder of the road and out of sight.

If there is only one cycle remaining, it immediately flees. Turn to 206.

Otherwise, the battle continues. Turn to 174.

60 "You could at least ask him some questions, see what he does," you suggest. Wilkes nods, and walks over to two agents standing in the corner. He talks to them in low tones. They look at him — and you — oddly, but walk to the back of the long room and start talking to Havelock.

Havelock's eyes grow wild. He throws the briefcase at one of the agents, and knocks the other down. He sprints for the door, but your well-placed foot sends him sprawling. Three agents, guns drawn, surround him.

Turn to 35.

61 This isn't working out. Havelock is fighting with the strength of the truly deranged, seemingly oblivious to the fact that he can wreck the car, killing you both. Turn to 75.

62 It's the law of the open road. He tried to kill you and failed, and now he pays the price. You draw your pistol and fire a single shot. There's nothing left for you here.

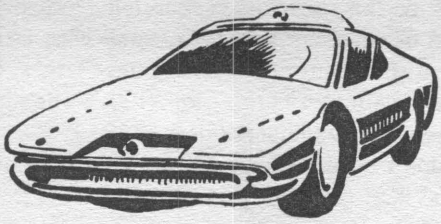
If you haven't searched him yet, you find $500, which you take (add it to your Money). Mark off 30 minutes for the fight and stop, and turn to 96.

63 It doesn't take you long to realize that won't work. The cycles started too close, and have too much power. Turn to 19 and fight it out, but give all three cycles one free shot.

64 You tell the Gold Cross operator that you found Murphy's body near his wrecked cycle. "I figure a road accident instead of bandits, because he still had his wallet," you say.

"It's very thoughtful of you to take care of Mr. Murphy this way," the operator says. "Standard Gold Cross policy is to pay $1,000 to people who reclaim our clients' bodies. Can I credit that to your autobank account?" The thought of taking money, under these circumstances, makes you feel a bit on the guilty side.

If you take the money anyway, turn to 139. If you'd rather not, turn to 154.



65 "Seattle's not a bad trip," Ernie says. "Easiest way to get there is to take I-80 up to Pendleton, then head north to the McNary Dam — I think it's Route 37; anyway, the signs'll tell you when you're up there — then I-82 to Ellensburg and I-90 to Seattle. Roads are pretty good, except for that first stretch of 82, between the dam and a town called Kennewick. That's a mess."

Turn back to 44.

66 "I guess that means I can't," the waitress says with a look of disappointment.

She tries to step past the man to deliver your beer, but the man grabs her, saying, "When I ask a woman to sit down and have a drink with me, I don't expect to get turned down."

Another man, shorter than the first and a whole lot more sober, gets up and approaches the little drama. "If that's your idea of charm, friend, you'd better get used to being turned down. Now why don't you let that lady do her job, and I'll buy you a drink."

"This is none of your business, little man," the drunk yells. With one hand he pushes the short man over a table and on to the floor. Friends of both men stand up and face each other. The whole situation is one step short of becoming a full-blown brawl!

What will you do?

Step in and defuse the situation (8)?

Try to leave the bar (23)?

Wait to see what happens, (37)?

67 The cop inspects your car carefully, looking for any sort of violation. It doesn't matter what he finds — he'll think of something. After listing the charges, he says, "We can take care of it here — for $100." The inspection has already taken 30 minutes (mark it off).

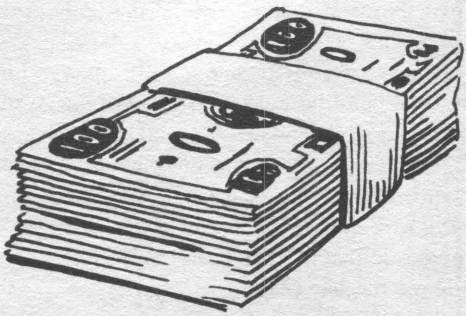
If you don't have the money, turn to 271. Otherwise, you may pay him (243), or protest the rip-off (257).

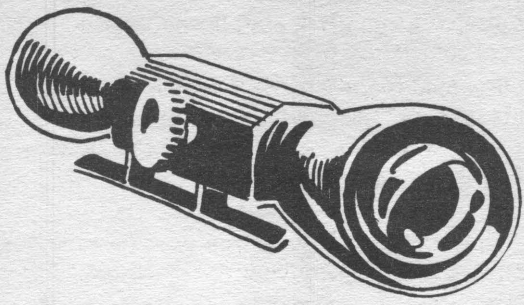
68 There's not much to salvage from the wrecked cycle. The riders are both dead, and the cycle is a mangled mess. One of the mechanics checks the bodies. "No IDs, no nothing, except for these." He holds up five crisp $100 bills in each hand. "Seems like an awfully small amount to die over. They should have known they'd never get out of here."

You shake your head, both saddened at the waste and frightened by its implications. "Suicide mission," Hal says to you. "Better get used to it."

He hands the $1,000 to you. "Call it expense money for your trip." (Add this to your Money.) If you had any doubts before, they're gone now — the others may just be mechanics, but Hal is definitely another agent.

Turn to 86.





69 You pull in and stop at the truck stop. A slightly-unwashed, middle-aged man in overalls and a T-shirt comes over. "Want me to take care of her?" You nod, and head inside to see what you can find out about the road ahead.

Turn to 87.

70 If you visited the AADA office before you left Boise, turn to 10. If you did not, turn to 223.

71 "Havelock and Green Circle nearly fooled us all," Wilkes says. "And if you hadn't done such a good job out there, they still might have."

Time for your reward. You get whatever fee you agreed on in Boise, plus a $5,000 bonus, in cash. The Jupiter is also completely repaired, for free. As your role in this incredible story comes out, you gain 2 points of Prestige, and several offers of sponsorship for a comeback in the autoduelling arena.

A good night's work — congratulations.

— THE END —

72 You don't even give the little truck stop a second glance as you drive past. Turn to 218.

73 The road is a real mess — potholes, chunks of concrete, parts of road that are just plain gone. Try 3 Control Rolls. If you make them all, turn to 88. If you fail any one of them, turn to 103.

74 Time's a wastin' — so you push past the Yakima Truck Stop. Turn to 299.

75 The car tips over onto two wheels. You have only seconds left. Try another Control Roll, again at –2. If you make it, turn to 121. If you fail, turn to 136.

76 Your shot hits the cycle passenger full-on. His weapon goes flying. About that time, the dozen or so other guns that have been brought to bear take their toll, and the cycle skids into a far wall. Turn to 68.

77 The biker continues. "Anyway, Gordie and me are supposed to make it look real good, but as soon as one of us goes down, the other's supposed to cut and run. You see, it's all a setup."

"What do you mean?" you ask.

Roll 1 die. On a 1–3, turn to 39. On a 4–6, turn to 250.

78 The cycle and sidecar pull to within feet of your car, and the crazy man in the sidecar jumps! Roll 1 die: On a 1–5, turn to 153. On a 6, turn to 168.

79 If your car is still being repaired, the repairs stop. "I'm not doing any more work for you," the mechanic says, in a tone that classifies you with pond scum and similar slime. When Dickson gets back to the truck stop, every traveler in both directions will hear about you, you can count on it. These stories spread pretty fast, too.

Mark down only as much repair to your vehicle as the time spent allows. You only have to pay for the repairs that were done.

Cross off 2 points of Prestige. After marking off your total time in Pendleton (30 minutes minimum), you and Havelock strap yourselves in and get back on the road. Turn to 43.

80 Wilkes comes bounding out of the building as you step out of the Jupiter. "Outstanding job," he says, clapping you on the back.

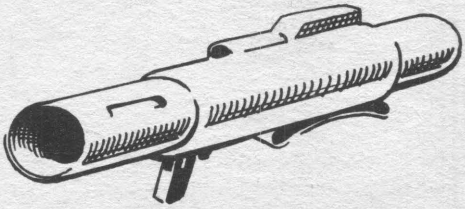
If Havelock is alive and with you, turn to 382.

If Havelock is dead, turn to 110.

If Havelock is missing, turn to 125.

81 "Green Circle?" Ernie says in a whisper. "Be careful when and how you say that name, buddy. They've got a lot of sympathizers in this area, and they don't take too kindly to prying. They're mostly up to civil disobedience, petty vandalism, that sort of stuff, but they've got a faction that'll do *anything* — so be careful."

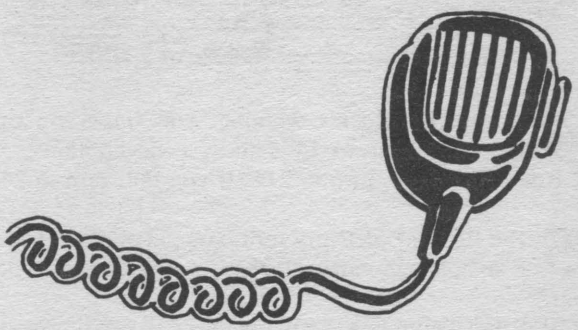
Return to 44.



82 The gun is an anti-tank gun (Combat Bonus –2 due to extreme range, 3 dice of damage!), operated by someone with Gunner–2. At your car's speed, the gun gets 15 shots at you before you get out of range. Roll for the attacks.

If your car is still drivable after the 15 shots, turn to 160.

If your car is crippled, or if you are killed, your adventure is over.

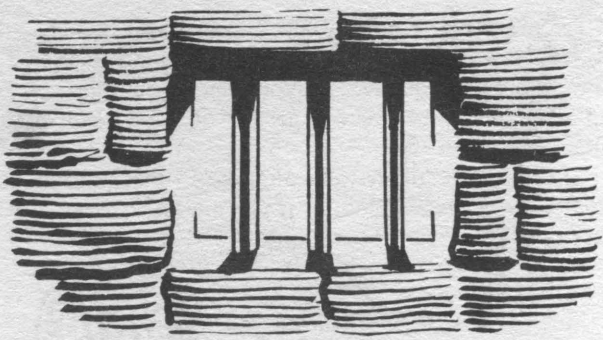


83 "Sure thing, buddy," the voice on the other end says. "We'll have somebody out there in a jiffy." You keep waiting for the Green Circle ambush, but it never comes. This makes no sense — something strange is going on, and you can't figure it out.

In a matter of minutes, a tow truck arrives and sets your car back on its wheels. "That'll be $500," the man says — pretty much the standard charge.

If you have the money, you pay the man, and he drives off. You restart the engine, and get on the road. Mark off 1 hour, and turn to 177.

If you don't have the money, the driver says, "Well, that's not too unusual. I'll have to bring this car into the shop, though — you can work out some sort of barter deal with the boss." Mark off 1½ hours, and turn to 193.



84 Despite Havelock's whining, you *know* you can figure this out. A little more concentration . . . Roll 1 die. On a 1–4, turn to 217. If you fail, turn to 24.

85 The fight is on! Every turn, you get one clean shot at an opponent, and somebody will get a clean shot at you.

Roll 1 die: On a 1–3, your opponent is wearing body armor (for an extra 3 hit points); on a 4–6, your opponent has no armor. Keep fighting the same opponent until one of you is knocked out. All opponents have a Gunner skill of 1.

To hit your opponent, make an attack roll. If you are successful, roll 1 die: On a 1–3, there is no damage; on a 4–5, the punch does 1 point of damage; and on a 6, the hit does 2 points of damage. If a 6 is rolled for damage, *roll* again: If another 6 is rolled, the opponent is automatically knocked out!

None of this damage is permanent. Once you (or your opponent) receive as many hits as your hit point total, you fall unconscious.

Whenever you knock out one opponent, roll for a new one. (There is an unlimited supply.) Keep track of how many turns you fight.

If you are knocked unconscious, turn to 215. If 12 turns go by and you are still standing, turn to 201.

86 As the police arrive to clean up the mess, Hal and his mechanics continue to pack. "Almost forgot, this is for you," Hal says, and tosses you a note. You start to ask him a question, but he raises his hand. "Hey, I don't read things I'm not supposed to. I just deliver 'em. Gotta go. Good luck."

You open the note: "Havelock *must* be in Seattle by 8 a.m. tomorrow. Remember, you can trust no one. Good luck." It's signed, "Wilkes."

You check your watch — it's 3 p.m. You've got 17 hours. Write down the current time — 3 p.m. — and your total hours — 17 — on your record sheet. As time passes, mark it off from your total hours.

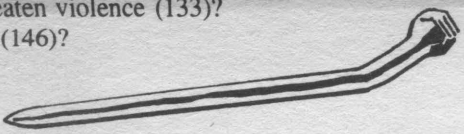
Turn to 292.

87 You're not inside more than a minute, when you hear heavy clanking from outside. You rush back out and see the man, elbows deep in oil, working on your power plant! "Got a bad voltage regulator here," he says. "But we can take care of it."

The government mechanics in Boise said they had the voltage regulator working fine, just hours ago! You tell the mechanic to stop, but he says, "Too late, pal, I've already got her out. You told me I could 'take care of her,' and I am. Calm down, would you?"

Half an hour later (mark it off), the mechanic comes into the station. "All done," he says. "That'll be $150 for the charge, and $600 for the voltage regulator — $750 altogether." That price is about three to four times standard. You're being ripped off, but good! What will you do?

Refuse to pay (102)?
Threaten to call the law (118)?
Threaten violence (133)?
Pay (146)?



88 After 30 minutes of white-knuckle driving (mark it off), Havelock is a nervous wreck. "I'm convinced." he says. "They've given me a maniac to protect me."

"I thought you were in a hurry," you retort. The road is finally becoming less of a challenge.

Turn to 2.

89 "Yeah, we can fix you up," the man says. "Just so happens I've got two men free, so we can get to you right away."

They can fix 3 points of general damage every 30 minutes — if there is an uneven number, round the time required to the nearest 15 minutes — for $100 a point. Specific damage can be fixed, too — one damage box every 15 minutes, at $150 a box. Completely destroyed components can be replaced at the regular retail price — 30 minutes apiece. Plan out the things you want done, and mark off the time required and the money spent.

After all the work has been done, it's time to get back on the road. Turn to 299.

90 Just a few hundred yards past the sign, a spotlight springs to life, pinning your car with a bright beam. Silhouetted in the light, you see a large log — at least 3 feet in diameter — blocking the road. Behind the log, on either side of the road, are two off-road pickups parked sideways. You can make out at least half a dozen men, taking cover behind the log and pickups, armed with various weapons.

What will you do? (If Zeke is with you, he will follow your lead.) Stop and pay (305), or fight (349)?

91 You free one arm from the wrestling match, and take a swing at Havelock. Try an Attack Roll. If you hit, turn to 181. If you miss, turn to 195.

92 "Forget it, jerk," he spits at you. "I'm not selling out the cause. Go find yourself another turncoat." His eyes burn into Havelock's. "So you're the man, huh? Good luck getting to Seattle," he says.

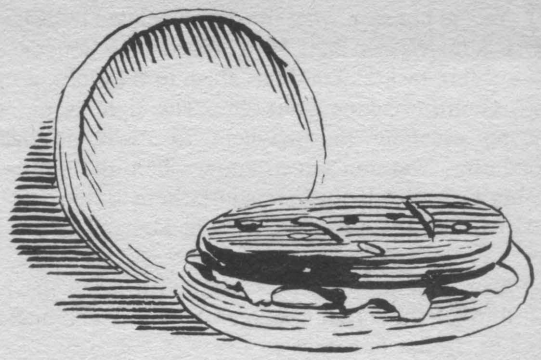
What will you do? Kill him (62), or leave him for the authorities (47)?

93 Two down, one to go . . . but the third cyclist is turning to flee! You'll get one free shot at him before he gets turned around. If that shot knocks him out, turn to 183. If he's still going, turn to 206.

94 The timber comes off, and you help the old man to his feet. The man is blind — whether temporarily from the smoke, or permanently, you don't know — and as you drag him out to the clearing, he says in a halting voice, "The boy . . . the boy's still inside."

Does he mean the 9-year-old you met at the truck stop? Or someone else? What will you do?

Go back immediately into the vigorously burning shack (169), or try to find out what the old man means (191)?



95 Wilkes is waiting for you as you bring the car to a stop. "You're late," he says.

"Glad to see you, too," you say. "It was no picnic out there."

A sheepish grin crosses Wilkes' face. He says, "I'm sorry, I shouldn't have snapped at you like that. But I was understandably worried. Fortunately, Green Circle has extended their deadline. Havelock still has time."

Extended their deadline? That makes no sense at all, you think. Maybe Green Circle *wanted* Havelock to make it — but then why would they attack? Something fishy is definitely going on, you think, and Havelock's at the bottom of it.

If Havelock is alive and with you, turn to 382.

If Havelock is dead, turn to 110.

If Havelock is missing, turn to 125.

96 It's only a few short minutes into Ellensburg (mark off no time). If you did not stop in Kennewick or Yakima, you must stop here for a recharge. Otherwise, it's optional.

If you stop, turn to 381. If you drive on, turn to 396.

97 You're not sure what the drunk wanted to hear, but it sure wasn't that! He bellows even louder, and throws a flying tackle! You both crash to the floor, a table and two chairs breaking your fall. The fight is on, and there's no escaping the mayhem as everyone battles everyone else. You don't even know where the drunk got off to, but he has to be in here somewhere.

Mark off 1 hit point for the flying tackle, and turn to 85.

98 Try a Control Roll as you push your machine through these tight mountain roads. If you make it, turn to 170. If you fail, turn to 188.

99 It just won't come to you. Turn to 114.

100 "Of course," you reply. "What kind of idiot do you think I am?"

Havelock smiles — sort of — and says, "My young friend, I have an IQ in excess of 160. Do yourself a favor, and don't leave me with a straight line like that again."

Turn to 45.

101 You handle the debris with no problem. Turn to 400 and fight it out, but the cyclists get first shot.

102 "Now, friend," the mechanic says, reaching for his own billfold, "non-payment for services is a serious crime in this county." He flips open his wallet to reveal a sheriff's star, and smiles. "I'd hate to have to impound your car."

Dejected, you realize that it's a perfect scam. If you don't have $750, turn to 164. Otherwise, you pay the man and leave as quickly as you can. Turn to 218.

103 Oops — one pothole too many. Your car skids sideways, and comes to rest on the shoulder, which is not that easy to distinguish from the road itself. You try to ease it back on to the highway, but you hear a sickening grinding noise from a back wheel.

Turn to 119.

104 You don't find out anything you don't already know. If you also ask about repairs, turn to 89. Otherwise, it's time to hit the road. Turn to 299.

105 It looks like another long day in the pits. Fine-tuning a duelling vehicle to top competitive form is no easy task, especially if you don't have a decent mechanic. Most street drivers would never know the difference, but you do — the engine's just not *right*, and you don't know if you'll be able to get it right by the time you have to fight.

You've practically crawled into the engine compartment, attempting to recalibrate a voltage regulator, when you hear someone clear his throat behind you. You crane your head around (bumping it on the hood), and see three men in snappy business suits. One flashes a government ID. "Can we talk to you for a minute, please?" the one with the ID says.

If you talk to them, turn to 163. If you tell them to come back later, turn to 369.

106 You free one arm from the wrestling match, and pull out a sidearm. "Stop it right now, or I deliver a body to Seattle. Maybe they can clone you there." Roll 1 die. On a 1–3, turn to 209. On a 4–6, turn to 224.

107 "Okay, I'll tell you what I can," the biker says. Havelock moves closer. Is that fear in his eyes, or just nervousness? "They don't tell us much of the plan — I don't even know the real name of my contact. My job was to wait for you on this road with Gordie, and when you came by, to hit you."

Roll 1 die. On a 1–3, turn to 77. On a 4–6, turn to 30.

108 The other two cyclists each get one more free shot at you. Obviously, if your car is wrecked or you are killed, your adventure is over. If you're still around, read on.

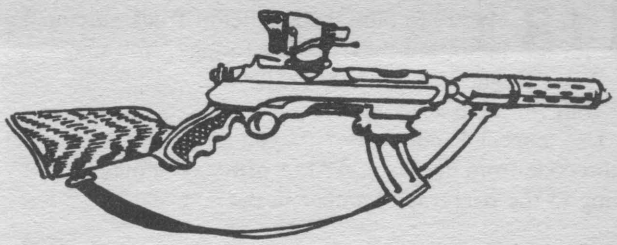
The cycle and sidecar come within feet of the Jupiter, and with a blood-curdling yell that you can hear from inside your armored shell, the crazed man jumps! You've been waiting for this move, though, and you're ready.

Make a Control Roll, at –1 for the difficulty of the maneuver. If you make it, turn to 211. If you fail, turn to 226.

109 You grab the timber and burn your hand, slowing you down. You finally get the wood off the old man, when the entire shack collapses forward, engulfing you both. Your adventure is over.

110 "What happened to Havelock?" Wilkes demands, as two guards pull his body out of the car. You tell Wilkes when and how it happened, trying to emphasize your heroic role (if any), and your perseverance in continuing to Seattle despite the setback. Wilkes doesn't seem that impressed.

If you've already looked in Havelock's briefcase, turn to 228. Otherwise, turn to 241.



111 Ernie says, "I don't know if you have time for this, but I've got a reciprocal deal with the manager over at the Uncle Albert's showroom. I give him a big discount when he comes in here with clients, but he writes the full price on his expense accounts. In return, I get a big discount over at his place. Just tell the salesman Account Number 317."

(Record this number on your record sheet.)

"That'll take care of it. Do me a favor, though — don't go crazy with it, okay? Try to keep it under ten grand, retail."

(If you've already been to Uncle Albert's, you can't go back and get refunds with this number — you missed your chance.)

Return to 44.

112 "Yeah?" The drunk roars. "How?" At least he's not coming any closer, you think with some relief. But you're not out of this yet.

"Let me buy you a drink," you say. "It'll do you more good *in* you than *on* you." The drunk looks thoughtful — sort of — for a moment, and then bursts out laughing.

"Can you believe this?" he laughs. "Here, you buy me one, then I'll buy you one." He puts a big arm around you, and guides you back to his table. You've defused a dangerous situation and made a new friend.

Turn to 230.

113 You try to raise the Pendleton Truck Stop on the radio, but they're out of range. You may:

Radio Kennewick for help (83)?

Wait for a passerby (128)?

Use a special radio code? (If you know about a special radio code from the Boise AADA office, you may use it by going to the paragraph number in the code.)

114 You think of the money in your pocket, thanking the cyclists for their contributions to the Jupiter Repair Fund. You keep the photographs, too — they might be evidence, or something. Time to get back on the road. Mark off 1 hour, and turn to 120.

115 You bring your car to a stop, and get on the CB. "My apologies. I was foolish. You can have your money," you say. Havelock looks terrified.

"Sorry, pal, you had your chance," the voice snarls. The gun barks again. From a standing start, you'll never get far enough fast enough.

Your adventure is over.

116 Havelock pounces on your embarrassed silence. "Some planning! Look, we'll take I-80 to Pendleton, 37 and 730 across the dam to I-82 in Washington, take that north to Ellensburg, then I-90 to Seattle. At least *I* bothered to look at a map before getting over here."

Turn to 45.

117 Tires squeal as you go into a minor skid. You hear a "Thump" as you roll over something large.

The Jupiter takes 2 points general damage. The cyclists are still there — turn to 400 and fight it out, but give the cyclists the first shot.

118 "I wonder what the sheriff would say about your business practices," you say threateningly. The mechanic reaches for his billfold slowly, smiling all the while.

"Oh, I don't think he'd object," he says, flipping open the wallet to reveal a sheriff's star.

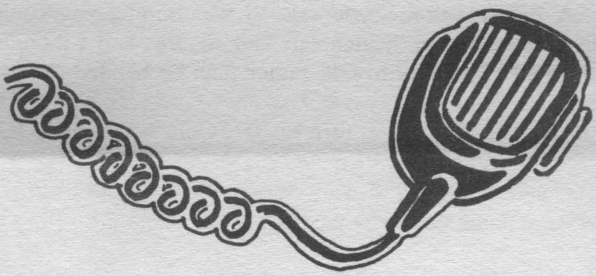
Dejected, you realize that it's a perfect scam. If you don't have $750, turn to 164. Otherwise, you pay the man and leave as quickly as you can. Turn to 218.

119 You get out to investigate. You've got a bent fender well interfering with the wheel. What will you do?

Try to fix it yourself (134)?

Radio for help (147)?

Use the special code? (If you use the code you got at the AADA office in Boise, take the number portion of the code, and turn to that paragraph.)



120 You've only been driving 15 minutes (mark it off), when your front scope indicates a lone cycle headed toward you at high speed. As you top a hill, you see it — a glossy black cycle, doing about 80 in the far lane.

Havelock has been a real Jekyll-and-Hyde every time something unusual happens, and the only thing predictable about him seems to be his unpredictability. This episode is no exception. "It could be Green Circle!" he says nervously. "Blast him!" What will you do?

Open fire (131)?
Let the cyclist go (145)?
Hail him on the CB (161)?
Follow him (175)?

121 Great driving, under difficult circumstances! Too bad nobody's around to appreciate it. . . You settle the Jupiter back down on four wheels, but you're still on the edge of control. What will you do?

Continue to wrestle for control (61)?
Try to calm Havelock down (40)?
Beat some sense into Havelock (91)?
Threaten Havelock with a gun (106)?

122 "Hello," you start.

He coughs, and asks weakly, "What are you doing?"

"A fair question," you say. "I was hoping you could help us out. You're beaten fair and square, and I thought you might be willing to talk rather than be handed over to the police."

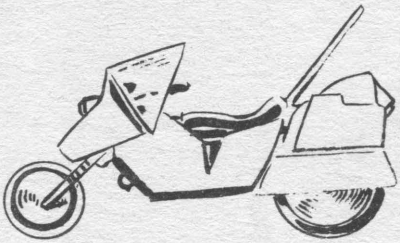
Roll 1 die. On a 1–3, turn to 107. On a 4–6, turn to 92.

123 A man in a sidecar is a hard target, but that fluorescent green circle is a gorgeous bullseye. Your shot knocks him clean out of the sidecar! It would be humane to hope that he was dead before he hit the pavement, but under the circumstances, you're not sure that you feel that charitable.

Continue the battle with the three cycles.

If the cycles are destroyed, turn to 93.

If your car is crippled, or if you are killed, your adventure is over.

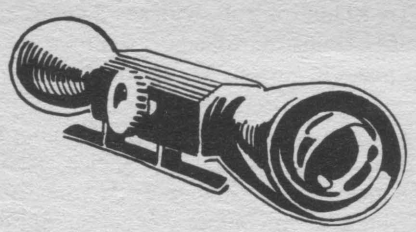


124 There's no way to get near the shack now — the heat is too intense. Using a pump and the water wagon, you, Abel and his brother-in-law, and Dickson start working on the inferno. Soon, other volunteers and a firetruck arrive, and the fire is extinguished. But it's too late for the elder Mr. Abel and his 9-year-old grandson. Dejected, you head back to the truck stop.

Turn to 198.

125 "Where the hell is Havelock?" Wilkes demands. You quickly tell him about the confession of the wounded Green Circle biker, and Havelock's attack on you. "How strange," Wilkes says. "Why should I believe you?"

If you've already looked in Havelock's briefcase, turn to 255. Otherwise, turn to 273.



126 It'll take you 15 minutes to check through today's news on the vidscreen. (If you don't have that much time left, turn to 194.)

You find nothing of major interest. You may instigate a computer search on specific subjects — costing you 15 minutes per subject. If you check on Green Circle, turn to 200; if you check on Havelock, turn to 214.

If you are out of time, turn to 194. Otherwise, return to 256 when finished with the computer searches.

127 You made it! The sounds of the fight are getting louder behind you, but at least you saved your own skin. There were a few disapproving faces as you got through the door, however — running out on a fair fight is bad form, and word gets around quickly. Nothing left to do in this town tonight but turn in and rest up for tomorrow.

Mark off 1 point of Prestige. Turn to 105.

128 You wait for 30 minutes (mark it off), but you see no one — not even Green Circle. This is getting spooky, you think. "I don't think this is going to work," Havelock says. This time, you agree with him. You may:

Radio Kennewick for help (83).

Radio Pendleton for help (113).

Use a special radio code. (If you know about a special radio code from the Boise AADA office, you may use it by going to the paragraph number in the code.)

129 Try a Control Roll, with a +2 bonus because of the elimination of other, shall we say, distractions. If you make it, turn to 54. If you fail, turn to 38.

130 The gun is an anti-tank gun (Combat Bonus –2 due to extreme range, 3 dice of damage!), operated by someone with Gunner–2. At your car's speed, the gun gets 8 shots at you before you get out of range. Roll for the attacks.

If your car is still drivable after the 8 shots, turn to 160.

If your car is crippled, or if you are killed, your adventure is over.

131 You swerve toward him, and touch off your weapons. Time to fight:

BLACK CYCLE (SABRE HAWK)

Medium Cycle, 30 hit points. Defense Class 12; Handling Class 2.

Weapons: Smokescreen to rear (4 damage boxes).

Power plant: Large cycle (4 damage boxes).

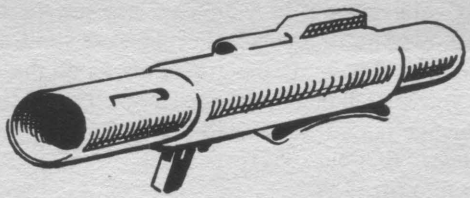
The cyclist is Cyclist–3, Gunner–1, and wears improved body armor (which provides 6 extra hit points).

The cyclist does not fire back, but instead crouches lower in the saddle, and guns the cycle up to 95. You can fire 3 more times before he zips past you.

If you take the cycle out, turn to 205.

If you quit firing, turn to 189.

If you continue firing but the cycle survives, turn to 219.



132 You slow down to turn around, and Havelock says, "Are you crazy? They've given up — what more do you want? We've got places to go, and there's no time for revenge."

If you pursue the cyclists anyway, turn to 162. If you decide Havelock's right, turn to 149.

133 "Listen, pal," you say, voice rising with fury. "That regulator wasn't even broken in the first place. What do you say you forget this little rip-off, and I'll forget about trashing this truck stop?"

"I don't think me or my friends appreciate your tone of voice," the mechanic says with a nod. You look behind you — and see four men, all wearing badges, covering you with sub-machine guns. "Did you meet my deputies?" The mechanic laughs, opening his billfold to reveal a sheriff's star.

Dejected, you realize that it's a perfect scam. If you don't have $750, turn to 164. Otherwise, you pay the man and leave as quickly as you can. Turn to 218.

134 You push and pull and strain against the jammed suspension parts — mark off 30 minutes and try a Mechanic Roll at +1.

If you fail, turn to 178.

If you make it, you fixed the problem. Get back on the road, where you've learned your lesson and take it a little easier — mark off another 45 minutes' travel time before the roads get any better, and turn to 2.

135 You get out of your car, and see the twisted remains of a wrecked cycle. A few feet away is the body of the driver. By the gravel marks on the side of the road, you can tell that he dragged himself away from the wreck, then collapsed. What will you do?

Administer first aid (352)?

Finish him off (238)?

Check out his cycle (225)?

Leave (210)?

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)

136 Your car rolls over and slides on its roof down the roadway. Then it hits a rough patch and begins to roll.

The car takes 6 dice of general damage. If that's more points than the car has left, turn to 237. Otherwise, turn to 251.

137 "Look, punk," you start. He coughs, and starts to say something, but you cut him off. "I don't have much time, so I'll lay it straight. I could've shot you where you laid, and I still might. If I don't get some quick, smart answers from you, these are your last few moments on earth. Got it?"

Try a Prestige roll, with a –2 penalty. If you make it, turn to 107. If you fail, turn to 92.

138 A man in a sidecar is a hard target, and the cyclist is making it tough. Subtle changes of direction and speed make it difficult to draw a bead. You take your best shot, and miss. Oh, well, that's life.

Suddenly, the cycle and sidecar swerve close, and the crazed man jumps! Roll 1 die: On a 1–5, turn to 153. On a 6, turn to 168.

139 You give the operator your autobank account number, and she promises to credit the money to your account within a week. (No, you won't get to use it this adventure.) Then she asks for the truck-stop manager, and arranges storage of the body with him. The cashier has you bring Murphy's body inside, where it's put in the food-storage locker.

After Murphy is cloned, by the way, he *will* remember what really happened. Gold Cross will ask for their money back, and Murphy will probably come looking for you. That's the breaks.

This incident takes 30 minutes. Return to 240 and choose again.

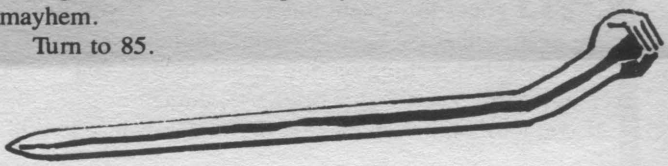
140 You tell Wilkes about Zeke's heroic actions, and recommend that he get some sort of reward. Wilkes replies, "I've got a little money in a discretionary fund — I can see that he gets it, and a commendation of some sort."

Return to 382.

141 Roll 1 die: On a 1–4, turn to 229. On a 5–6, turn to 242.

142 Vaulting a rail in a crowded barroom is not the easiest trick in the world, especially when you're running for your life. You don't make it, crashing to the floor. As you turn over, you realize the drunk is diving after you! You roll out of the way in the nick of time, but the fight is on! The bar quickly becomes a scene of total mayhem.

Turn to 85.



143 Try a Control Roll as you push your machine through the tight mountain curves. If you make it, turn to 204. If you fail, turn to 188.

144 You turn around as fast as you can, but by the time you get up to speed, the cyclist is gone. However, there are two other wrecked cycles in the immediate vicinity.

If you investigate the wrecks, turn to 171. If you'd rather get moving, turn to 258.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)

145 The cyclist zips past, giving you one quick glance over his shoulder as he disappears. "Hmmmph," Havelock grunts. "We're dead for sure." Turn to 227.

146 It's a scam, all right, but you don't have the time or inclination to fight it. If you don't have the money, turn to 164. Otherwise, you pay the man and leave as quickly as you can. Turn to 218.

147 You get on the radio — but you're about equally distant from Pendleton and Kennewick, and can't get either one on the radio. Return to 119, and choose another tactic.

148 Good work. Havelock is dead. How are you going to explain this to Wilkes? *If* you live to get to Seattle, that is. Your problems are not over.

Havelock has nothing on him of any help to you — not even any cash. There is his briefcase, though.

If you look in it, turn to 179. If you don't, turn to 398.

149 The cyclists quickly disappear from view, leaving you confused but relatively unhurt. They looked like Green Circle, but that was definitely no suicide attack! And Havelock exhibited a welcome calm during the fighting, allowing you to concentrate on the fight — maybe the man's true mettle shows only under pressure. Anyway, you've got plenty to think about as the sun sets over the lovely scenery of eastern Oregon.

Mark off 30 minutes for the battle, and turn to 56.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)

150 "Sounds good to me," you say.

"Dandy! I'll take the back door, but keep close," Zeke replies. You notice a light-blue mid-size pull up to within 50 yards or so of you, then match your speed. Here are the stats:

ANDROMEDA

Luxury, 60 hit points. Defense Class 12; Handling Class 3.

Weapons: 2 linked Vulcan machine guns to front (Combat Bonus +1, 2 dice damage, 3 damage boxes).

Flamethrower to rear (Combat Bonus +1, 1 die damage, 2 damage boxes).

Power plant: Large (10 damage boxes).

Gadget: Hi-res Targeting Computer (Combat Bonus +2).

Zeke Maxwell is Driver–3, Gunner–2, and wears improved body armor (9 hit points total).

Unless the entry says otherwise, Zeke will fight on your side in any battles between here and Seattle. Your opponents, however, will still fire on you unless the text says otherwise. Zeke'll stay with you until his car has only 12 hit points left — then he'll abandon the fight.

Turn to 13.

MANUAL

151 Havelock stops as if to think about what you said, and then slumps back into his seat. "I'm sorry. I shouldn't have doubted you," he says. Turn to 265.

152 "How're you feeling?" you start.

He coughs and mumbles. "Been better."

"Look, we could have left you for dead," you say, "but it's important you help us. I'm tired of dodging you guys across two states. I can call some help, and not tell anyone about your involvement, but you've got to help me. Will you?"

Try a Prestige roll, with a +1 bonus. If you make it, turn to 107. If you fail, turn to 92.

153 The last thing you need in a running dogfight with three cycles is a crazy man with a wrench working on your roof — but that's what you've got! The conditions of the fight have suddenly changed. Namely:

(1) Any shots you take with your turreted Vulcan are at a -2 — the man is literally lying on top of the turret, inhibiting its tracking movement.

(2) Every turn that the man is on the roof, he will take a swing directly at your Vulcan. It has a Defense Class of 10, and the wrench will do 1 hit of damage. He has a Combat Bonus of 2 — he's lying on the car, and can hardly miss.

(3) As long as the man stays on your roof, the cycles will fight to the death.

What will you do? Try some violent maneuvers to shake the man off (239), or concentrate your fire on the cyclists, worrying about the man later (245)?

154 "No, thanks," you say. "I don't really feel like I deserve it." That's the closest you can get to the truth in this conversation. The operator asks for the truck-stop manager, and arranges storage of the body with him. The cashier has you bring Murphy's body inside, where it's put in the food-storage locker.

After Murphy is cloned, by the way, he will remember what really happened, and will probably be looking for you. That's the breaks. Mark off 30 minutes (don't mark off any time if you're also having your car repaired, as that time is already being counted).

Return to 240 and choose again.

155 What is it that bugs you about Havelock?

He annoys you (283).

You feel that he is mentally unstable (297).

You suspect that he is some sort of traitor (312).

156 "No, thanks. I'm in a bit of a hurry," you say. "As you wish," Simpson says, "but I should caution you against talking in public about something you obviously know nothing about." With that, he turns back into his office and shuts the door.

To get the information on the other reports, mark off 30 minutes, turn to 16 and 7, and read the information there. Then, if you are out of time, turn to 194; otherwise, return to 256.

157 "Who asked you?" the drunk roars. "You started this whole thing anyway." He pushes you away, and the short man and his friends attack. Within seconds the entire bar is total mayhem.

Turn to 85.

158 "Havelock's dead," you tell the voice on the other end. "And you can't have him." There is no reply — and no attack. This is getting stranger and stranger all the time, you think as you drive on. There's something else going on — and Havelock is the key.

Turn to 177.

159 That should have taken care of your unwanted rider — but somehow, he's still up there, banging away. Roll another attack for him against the Vulcan. Then return to 245 and continue the fight.

160 After what seems like an eternity, the shells stop raining down around you. Luck was with you this time — you're still alive! You feel exhilarated and relieved, but Havelock just sits there, apparently in shock. Finally, he shows signs of coming out of it. Nothing to do, you suppose, but keep driving.

Mark off 30 minutes for your adventure, and turn to 262.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)

161 You put out a call on the CB, but receive no response. "See," Havelock says, "he's got to be Green Circle! Let him have it!"

You may open fire (131), follow him (175), or let him go (145).

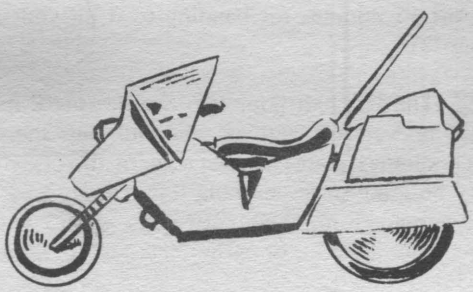
162 You turn around to pursue, despite Havelock's protests. Revenge, nothing — you're just trying to find out what's going on! You speed back down the road in the direction the cycles went, but don't find any trace of them. It's getting dark, and there are lots of side roads . . .

"You lost them. Brilliant." You figured you could count on Havelock for a supportive comment at this time.

You're relatively unhurt from the battle, but confused. They looked like Green Circle, but that was definitely no suicide attack! And Havelock exhibited a welcome calm during the fighting, giving you the concentration you needed to fight — maybe the man's true mettle shows only under pressure. Anyway, you've got plenty to think about as the sun sets over the lovely scenery of eastern Oregon.

Mark off 1 hour for the battle and pursuit, and turn to 56.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)



163 You slowly climb out of the engine compartment, and wipe your hands off on a shop towel. One of the agents checks that no one else is in earshot, and begins.

"I'm Agent Wilkes of the Federal Anti-Terrorist Task Force. This is Agent Henderson, and Special Officer Murphy.

"It is my obligation, under the Federal Anti-Terrorist Act of 2029, to inform you that the information we are about to give you is designated Type A, which means that once you hear it, you are bound under severest penalty of federal law not to repeat it to anyone, nor may you act on this information in any way detrimental to the welfare of the U.S. government or its citizens.

"If you do not wish to hear this information, you have the right to tell me at this time."

You're a little overwhelmed by all the legalese, but curious, too. If you want Wilkes to continue, turn to 192. If not, turn to 207.

164 "Don't have the cash, huh?" The mechanic smiles. "Well, we can work something out."

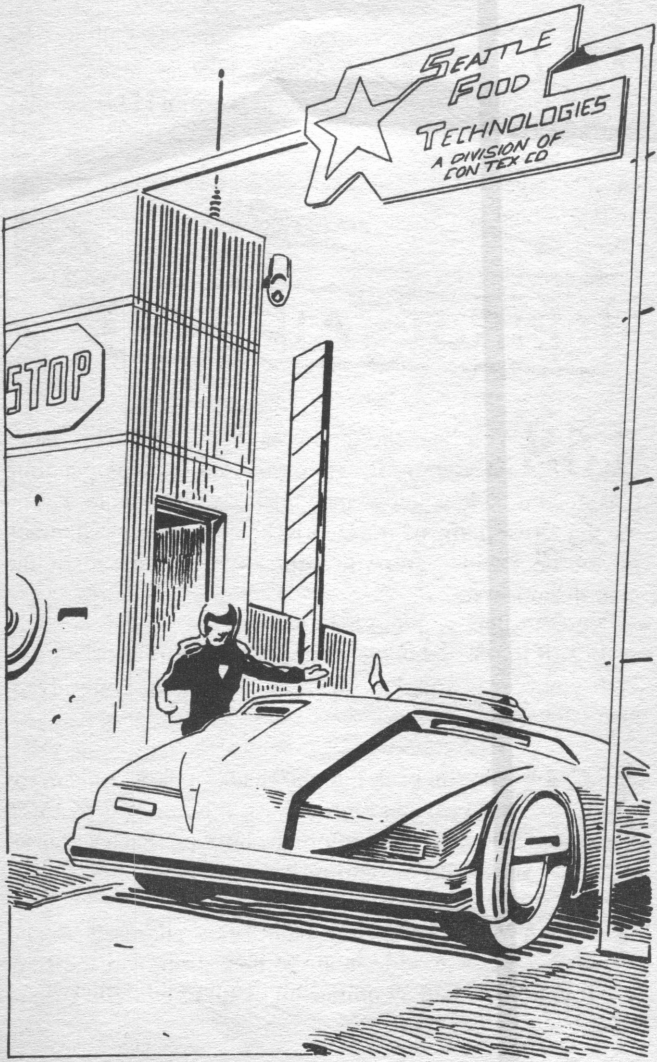
If you have any hand weapons or personal equipment, he'll accept that at half value. If you don't have enough equipment to pay the entire debt, he takes it all and calls it even.

"Drive careful, now," he says, as you drive away.

Mark off 15 minutes for handing over all your goods, and turn to 218.

165 The last half-hour into Seattle (mark it off) is uneventful, and as you pull into the Seattle Food Technologies plant, the gate guard directs you to a temporary building in the parking lot.

If you've made it in 17 hours or less — check your time record — then it's 8 a.m. or earlier. Turn to 80. *Otherwise*, turn to 95.


SEATTLE
FOOD
TECHNOLOGIES
A DIVISION OF
CONTEX CO
STOP

166 Havelock appears unswayed. "No! You're part of the plot! Everybody's in on it!" he screams, and fights harder. Turn to 75.

167 The biker's conscious, but he's in a lot of pain and he's groggy. What sort of approach do you take? Play "nice guy" (152), intimidate him (137), or play it straight (122)?

168 You hear the thump as the human "fly" lands on your roof. Then you see his legs dangling outside your side window, then his body, then his face. You see the terror in the man's eyes as he clings to a small crack in your door seal — and with a quickly receding scream, the man disappears.

Now it's just you and the cycles.

If 2 of the 3 cycles are destroyed, turn to 93.

If your car is crippled, or if you are killed, your adventure is over.

169 You run back into the shack, looking in vain for a 9-year-old boy who isn't there. You're not in there more than 5 seconds before the burning shack collapses on top of you. Your adventure is over.

170 You scrape some paint off a guardrail — and get a good look at the long drop over the edge — but you've picked up quite a bit of speed as well. Turn to 130.

171 Both cycles are flat black, with a green circle crudely spray-painted on the instrument panel. There is no ID on any of the cyclists, but each cargo box contains $1,000 in crisp bills (plus $1,000 in the sidecar, if it is among the wrecks). And there's one more thing in each compartment — identical envelopes.

Turn to 70.

172 It looks like your little speech broke the tension. The short one and the drunk one stare at each other hard, but each lets his friends pull him away. You return to your own table, thankful you didn't have to end up in the middle of a real mess.

Turn to 230.

173 "You've got another group of environmental weirdos not more than 30 miles from here, commandeering I–90 in the middle of the forest," you say.

"We know about the SFP," Wilkes replies. "I didn't know they were back to charging tolls. We'll send out a guard division and chase them off."

Return to 382.

174 Keep fighting.

If 2 of the 3 cycles are destroyed, turn to 93.

If your car is crippled, or if you are killed, your adventure is over.

175 You slow down to turn around, and the cyclist gives you one quick glance over his shoulder as he zips past. Suddenly you lose sight of the cycle in a cloud of smoke.

"A smokescreen," Havelock says. "What's he trying to hide? Catch him!"

If you follow, turn to 219. If you decide against it, turn to 234.

176 You open fire on the cycles, and they return fire. Time to fight.

CYCLE #1 (SPOTTED LEOPARD)

Medium cycle, 30 hit points. Defense Class 11; Handling Class 3.

Weapons: Rocket Launcher to front (Combat Bonus –1, 2 dice damage, 2 damage boxes).

Power plant: Medium cycle (3 damage boxes).

The cyclist is Cyclist–2, Gunner–2, and wears body armor (which provides 3 extra hit points).

CYCLE #2 (LANCER MAGNUM)

Heavy cycle, 35 hit points. Defense Class 12; Handling Class 1.

Weapons: Light laser to front (Combat Bonus 0, 2 dice damage, 1 damage box).

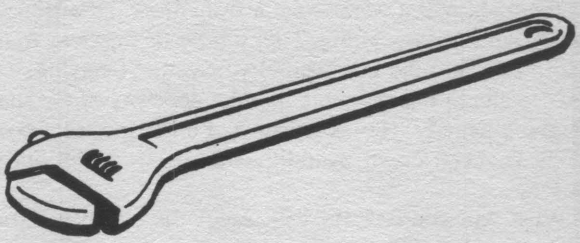
Power plant: Large cycle (4 damage boxes).

The cyclist is Cyclist–1, Gunner–2, and wears no armor.

If any cycle is destroyed, turn to 309.

If your car is crippled, or if you are killed, your adventure is over.

177 After 30 minutes of driving (mark it off), you approach the Kennewick Truck Stop. If you didn't stop in Pendleton, you must stop here. If you stop, turn to 193. If you drive on, turn to 277.



178 "Incompetent," Havelock mumbles. You don't feel so hot, yourself, but you keep trying. Mark off another 30 minutes, and try another Mechanic Roll, this time at +2.

If you fail again, turn to 397.

If you make it, the problem is fixed. Get back on the road, where you've learned your lesson and take it a little easier — mark off another 45 minutes travel time before the roads get any better, and turn to 2.

179 You didn't really have any idea what would be in this briefcase, but a mini-nuke was definitely not on the list! What does Havelock need a mini-nuke for? It's all very confusing . . . You can't just leave the thing out here, and you can't get hold of Wilkes and his friends, either. There's only one thing to do — carry Havelock's body and the briefcase to Seattle, and explain when you get there.

For the duration of the adventure, ignore the text about Havelock's advice and snide remarks — he's dead. Return to the paragraph you were reading when you were sent to 148.

180 It's a short run across a sparsely wooded field to the Abel place. Set in a small clearing, it's a small building, the back and roof fully aflame, with a large, two-story house across from it. "Building" is a generous term for it — shack would probably have been better.

Two men pull a water wagon from around the back of a house, but it's slow going. Dickson heads that way to help them. You hear the boy behind you yell, "Grandpa!" and you see an old man stumble into the doorway of the shack, coughing heavily. He takes one step on to the front porch, but is knocked down by falling beams from the burning roof.

What will you do? Try and rescue the old man (20), or help with the wagon (34)?

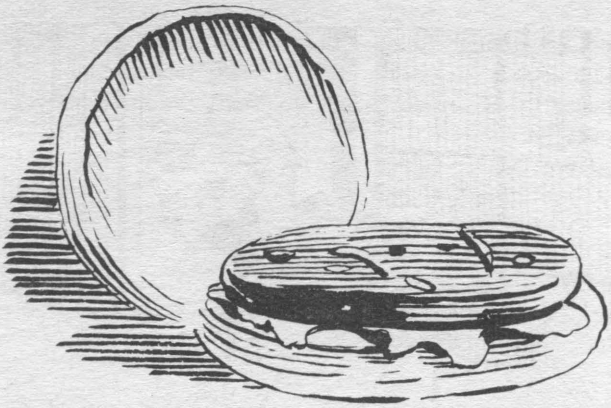
181 You reach over and crack him squarely in the jaw! He slumps, whimpering, into his seat. "Why'd you hit me?" he whines. "I thought you were my friend." You regard Havelock with a mixture of pity and disgust. Turn to 265.

182 "Maybe you're right," you say. You climb back in your car, and once on the road, contact the Ellensburg police about the attack, telling them where they can find the wounded biker.

Mark off 30 minutes for the fight and stop, and turn to 96.

183 You've got three wrecked cycles on your hands. If you stop and investigate the wrecks, turn to 253. If you ignore them and save time, turn to 258.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)



184 After 1 hour of uneventful driving (mark it off), you cross a bridge over the Snake River and enter Oregon. Havelock has been one gigantic nervous tic, fidgeting, shifting in his seat, checking his watch. If this is how he behaves during a calm drive, you wonder how he'll react if there's any real action.

You get your answer soon enough. Gaining speed on you rapidly from behind are 2 motorcycles, black with green trim.

What will you do?

Try to outrun them (197)?

Open fire (400)?

Hail them on the radio (332)?

Wait and see what they do (345)?

185 You show Wilkes the photograph of yourself that you took from the Green Circle bikers. "This was taken yesterday in the AADA offices in Boise," you tell him. "And hours later, some Green Circle goons had it, and were looking for me." Wilkes promises a full investigation and probable arrests.

Return to 382.

186 After 15 minutes (mark it off), you find an interesting item: a Laser Targeting Scope ($500), which adds a +1 Combat Bonus to any hand weapon it is attached to. If you buy the scope, mark the price off your Money.

If you call the salesman over, turn to 36.

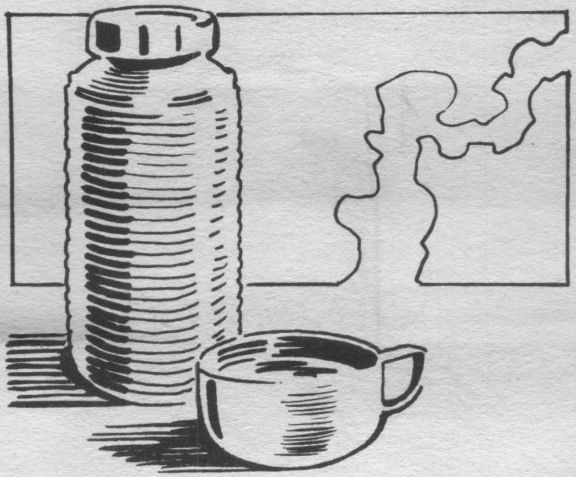
If you are out of time, turn to 194.

Otherwise, return to 256.

187 You don't make it. Another patron knocks you down as he rushes to join the fight, and in a flash, the bar is total mayhem. Turn to 85.

188 The mountain curves are tight, but that gun is a greater threat — you have no choice. That's little solace, you think, as your tires fail to hold a tight turn. Your car slides sideways, then goes through the old guardrail as if it were not there. You've got 8 or 10 seconds before the car hits the forest floor thousands of feet below.

Your adventure is over.



189 "Why'd you stop? You had him on the ropes," Havelock says. As the cyclist gets past you, he triggers a smokescreen, and disappears in the dark smoke. Turn to 234.

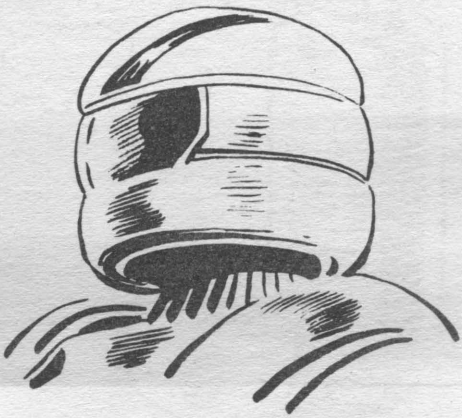
190 It doesn't take long for you to catch him, and since he has no rear-firing weapons, it doesn't take long for you to defeat him, either. Turn to 183.

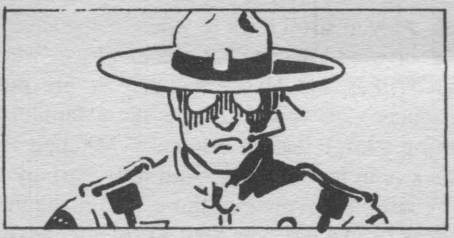
191 "Who do you mean?" you ask the old man. "The little blonde kid?"

Just then, the 9-year-old reaches the two of you and embraces his grandfather. "Bobby, you got out," the old man says. "This is the boy. There's no one else in there." As he says that, the shack collapses into a fiery maelstrom.

You go to help Dickson, Abel (the grandfather's son) and Abel's brother-in-law (Bobby's father) use the water wagon and a pump to work on the fire. Soon after that, more volunteers and a firetruck arrive to finish the job. After helping to make sure everything is all right, you trudge back to the truck stop, tired but happy.

Turn to 212.





192 "Okay," you say. "What's this about?"

"We have a job for you," Wilkes continues. "Have you ever heard of Green Circle?" You nod — Green Circle is an environmentalist terrorist group, a little on the crackpot side, but active in these parts.

Wilkes continues. "Well, then, you know that one of the Green Circle tenets is that the Grain Blight was a hoax, staged by powerful food technology interests to drive farmers out of business and to take control of food production worldwide.

"To prove their point, Green Circle has just stormed the Seattle algae plant, the largest on the West Coast. They've wired a mini-nuke to an elaborate micro-electronic timer/detonator inside the installation. The nuke is old-tech, but the detonator was stolen from Smith/Havelock Labs, where it was their latest state-of-the-art prototype.

"The only man who can defuse the detonator is Mitchell Havelock. He's here in Boise, and we want you to take him to Seattle." He pauses to light a cigarette. "You want to hear the deal?"

It certainly couldn't hurt to listen — if they don't come up with the right incentive, you can always turn them down. "Sure," you reply, mustering up as much confidence as you can.

Turn to 221.

193 If you're being towed in, turn to 350. Otherwise, turn to 306.

194 As you stroll back to where some anonymously-dressed government mechanics — who arrived right after Wilkes and Henderson left — are putting the finishing touches on your car, you see a familiar-looking man carrying a large leather briefcase: Mitchell Havelock.

Havelock is in his mid-40s, with long, stringy hair, and the kind of soft body typical of those who make their living behind a desk or in a lab. The man's probably never been in a road fight in his life, you think, as you walk up and introduce yourself.

"Charmed, I'm sure," he says in a way that makes it plain to you that he is neither charmed nor sure. "Is this . . . *contraption* yours? And we're going to ride all night in it? Just you and me? I must be mad . . ." He wanders off to a corner of the pit bay, muttering to himself.

For a complete diagram of your car, the Jupiter, see the record sheet on the facing page. The sheet also lists your personal possessions — if you bought anything at Uncle Albert's showroom, write it down on this sheet.

You may also need to know the retail value of your equipment, in case you need to sell any of it:

Vulcan machine gun	$2,700
Recoilless rifle	$1,850
Machine Gun	$1,500
Hi-Res Targeting Computer	$4,000
Improved Body Armor	$1,500
Heavy Pistol	$299
Sub-machine gun	$500

The mechanics are finishing their work.

If you check the car out, turn to 316. If you don't think it's necessary, turn to 330.

195 Fighting at close quarters with a lunatic while you're trying to drive a car isn't easy, and your punch misses. Havelock didn't even notice. Turn to 75.

CAR WARS®

Adventure Gamebook Record Sheet

Name _____

Driving skill _____ Prestige _____

Gunnery skill _____ Initial Wealth _____

Mechanic skill _____ Defense Class 9

Possessions: Hit Points:

IMPROVED BODY ARMOR (6 hit points)
SUB-MACHINE GUN (1 hit damage)
HEAVY PISTOL (Roll 1 die: 1 hit damage on 1-3, 2 hits damage on 4-6; People only)

Money:

Car Name JUPITER Hit Points 70

Defense Class 11 Handling Class 3

	Weapon	Direction	Combat Bonus	# Dice Damage	Damage Boxes
1.	VULCAN MG	TURRET	+1	2	□□□
2.	RECOILLESS RIFLE	FRONT	0	2	□□□
3.	RECOILLESS RIFLE	FRONT	0	2	□□□
4.	MACHINE GUN	REAR	0	1	□□□
5.					

LINK

Power Plant 10 HP □□□□□□□□□□

Gadgets:
+2 TARGETING COMPUTER
CB RADIO

Cargo:
FIRST AID KIT

Time Remaining:

Control Roll = Driving skill + Handling Class _____

Attack Roll = 2 Dice + Combat Bonus

Combat Bonus = Gunnery skill + Weapon Bonus + Targeting Computer Bonus

Copyright © 1987 by Steve Jackson Games Incorporated

196 The biker begins to come around. Havelock is increasingly agitated. "This is madness. We're wasting time. What's he going to tell us — that he's supposed to kill us? We know that already. Okay, you don't want to kill him. At least leave him here, then tell the police where to find him. He's not going anywhere."

You consider Havelock's words. If you leave the cyclist, turn to 182. If you talk to him, turn to 167.

197 It's not going to be easy — your duelling vehicle, while no turtle, is not made for racing. Motorcycles tend to have better acceleration than cars, and sometimes better top speeds.

Try a Control Roll, at -3. If you make it, turn to 359. If you fail, turn to 374.

198 The truck stop is crowded — 3 hours later (mark it off) — filled with concerned locals, officials, and gawkers. "Thanks for helping out," Dickson says to you. "It's just too bad we couldn't do more." Dickson gives you a free thermos of coffee, but nobody's in a very good mood, considering the circumstances.

If work is still being done on your car, add 30 minutes to the total repair time (the mechanic tried to help out with the fire, but quickly realized there was nothing he could do).

If there's still repair time to go, keep waiting. Otherwise, you gather up Havelock — "What happened? I was in the bathroom, and then you were gone. I decided to stay with the car." — and hit the road. Turn to 43.

199 You explain the situation about Murphy the courier to Wilkes. "I'm really sorry, but with Green Circle everywhere, I didn't think I could afford to take any chances."

Wilkes rolls his eyes. He says, "Well, I've cleaned up worse messes. And you *were* working under our orders. Okay, I'll do what I can."

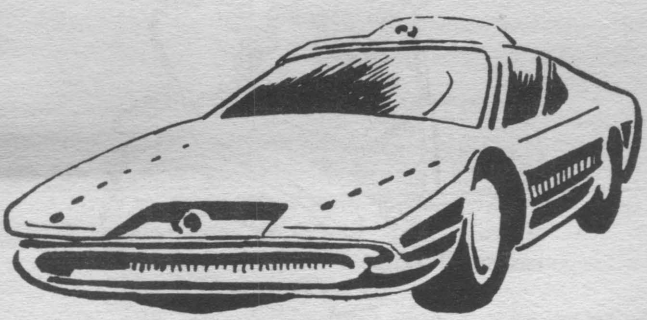
Return to 382.

200 The news stories over the past year concerning Green Circle are of the standard, fringe terrorist group variety:

> Man chains himself to City Hall doors in Portland, Oregon, screaming that algae food is a crime against humanity — Next day's Portland edition editorial notes the only thing criminal about algae food is the taste — Employees' cars vandalized outside a ConTexCo research facility, painted with green circles — Bomb threats delivered to a Boise newspaper threaten an electric power plant

And so on. There is no mention of the algae plant takeover in Seattle, nor is there any apparent recent increase in Green Circle activity.

Return to 126.



201 It doesn't take long for the police to arrive, and they've brought plenty of firepower. Even the drunks lie on the floor with their hands on their heads when the warning shots start flying. The cops load everybody into several wagons and haul you all down to the police station. You handled yourself well in the fight, though, and stories like that get around.

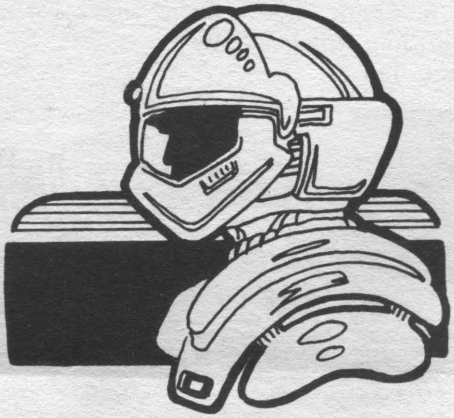
Add 1 point to your Prestige. Turn to 394.

202 You are seriously outgunned and outmaneuvered — not to mention stupid enough to pick a fight with an entire police department. Your adventure is over.

203 You just can't place the surroundings of the photograph. If you could only concentrate hard enough . . .

Havelock interrupts. "Haven't we wasted enough time? Let's get moving."

If you give up thinking about the picture, turn to 99. If you give it one more try, turn to 84.



204 You scrape some paint off a guardrail — and get a good look at the long drop over the edge — but you've picked up quite a bit of speed as well.

The gun is an anti-tank gun (Combat Bonus –2 due to extreme range, 3 dice of damage!), operated by someone with Gunner–2. At your car's speed, the gun gets 4 shots at you before you get out of range. Roll for the attacks.

If your car is still drivable after the 4 shots, turn to 160.

If your car is crippled, or if you are killed, your adventure is over.

205 Cycles crash spectacularly at 95 mph, and this one is no exception. There's no hope for the driver, but there's a wreck to investigate. If you check it out, turn to 246. If not, turn to 260.

206 The third cyclist is fleeing in the direction he and the others came from. What will you do? Pursue him (267), or let him go (281)?

207 "Look, I'm just a duellist trying to get ready for a big event with no maintenance budget and no mechanic," you say. "I'm not interested in any anti-terrorist stuff."

"I don't think you understand the importance of what's going on here," Henderson says. "We're prepared to offer you a substantial sum of money, but first you've got to listen to what we have to say."

It sounds like it couldn't hurt. Turn to 192.

208 You've damaged one cycle pretty badly . . . and it turns to flee! The other cycle, apparently uninterested in continuing the attack solo, goes into a power slide and heads back the way it came.

What will you do? Pursue them and continue the fight (132), or let them go (149)?

209 Havelock stops instantly, and cowers in the far corner of the passenger seat. "You wouldn't really shoot me, would you?" he whimpers.

"Only if I have to," you respond with a smile. It was crude, but it's also the first time you've gotten the better of Havelock all night.

Turn to 265.

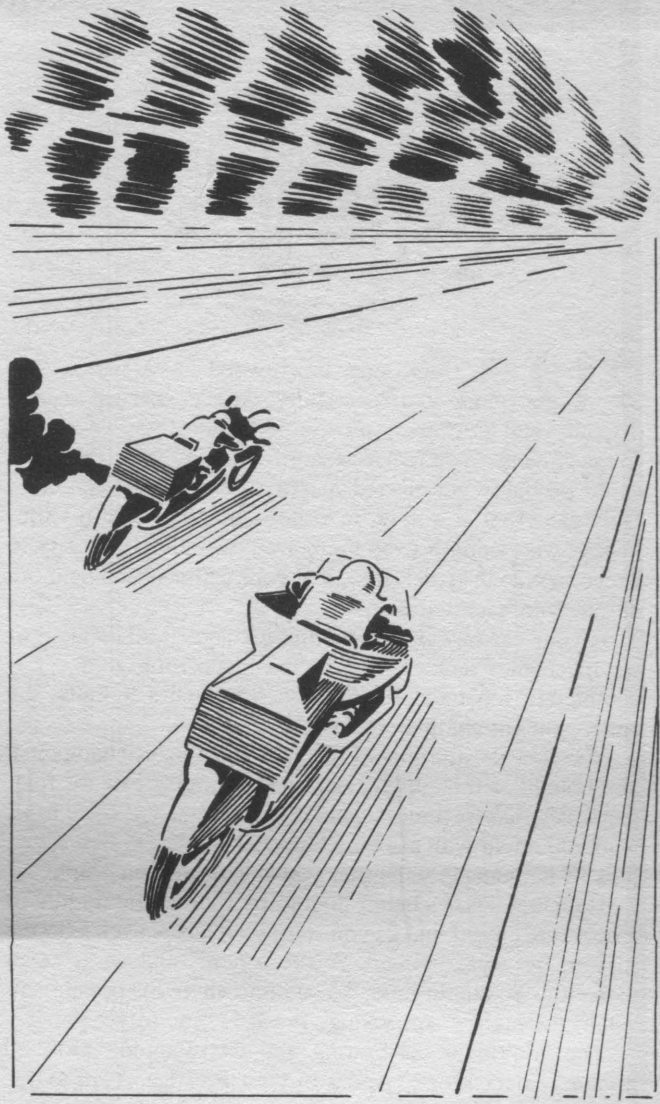
210 There's nothing left here that interests you. Mark off 30 minutes for the fight, and turn to 96.

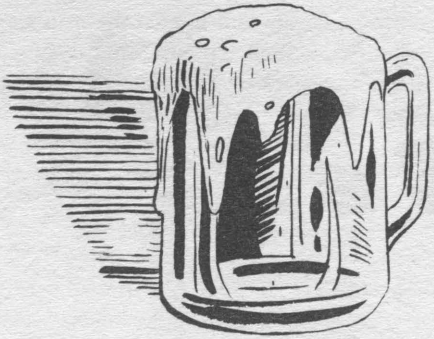
211 The poor guy never had a chance. He draws a bead, and leaps for your roof — but you're not there! A nifty maneuver has him clutching air, then pavement . . . You hear the scream, but fortunately, your combat vehicle is solid enough so that you don't hear anything else.

The cycles are still there. Time to finish the fight.

If 2 of the 3 cycles are destroyed, turn to 93.

If your car is crippled, or if you are killed, your adventure is over.





212 The truck stop is crowded — 3 hours later (mark it off) — filled with concerned locals, officials, and gawkers. And you're the hero; you've shaken so many hands, you feel as if you're running for office. You could probably get elected mayor of Pendleton tonight — Old Man Abel is a town favorite, and you saved his life. People who weren't even there are now telling the story to latecomers to the truck stop, and your actions become more heroic with each telling.

If your car has any remaining damage at all, a team of six mechanics tackles the job and in no time your car is completely repaired. If you paid for repairs initially, the entire amount charged you is given back.

You also get your money back for any personal equipment you bought — though you can't get any more now for free, generosity has its limits — and the recharge. The local folks load you down with as many homebaked pies, cookies, and jugs of homemade wine that you can fit in your trunk.

Havelock knows better than to be rude in the middle of an adoring crowd, but as you strap yourselves back in to the Jupiter, he says, "Great. You're a hero, and we'll never make it to Seattle in time." You don't share his pessimism, yet — the night's still young. But it is time to get going.

The additional celebrating and backslapping took 30 minutes (mark it off). Add 2 to your Prestige. Turn to 43.

213 Time to collect your reward. Wilkes pays off — in cash — the amount agreed upon in Boise.

"When this is all over, and Green Circle is finished," says Wilkes, "the entire story will get out. The fame might even attract a sponsor or two. For now, though, I'd appreciate it if you kept quiet about all this— at least for a day or two. Good luck." He shakes your hand, and a guard escorts you back to your car.

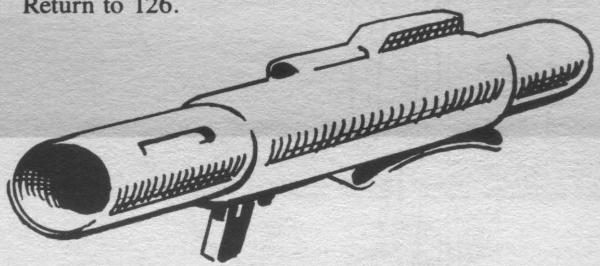
Turn to 327.

214 There are a handful of stories on Mitchell Havelock, most of them in the business section:

> Smith/Havelock Labs wins $215 million federal research contract — Mitchell Havelock breaks ground on S/H Labs multimillion-dollar expansion — Mitchell Havelock hosts "Save the Earth" environmental fund-raiser — Mitchell Havelock donates $25,000 to Boise Police Fund — Mitchell Havelock awarded seventeenth patent —

And so on. The stories tend to characterize Havelock as "eccentric," but for someone that smart and that rich, who also contributes to a variety of charitable causes, that eccentricity is forgiven. The most recent story concerns a sophisticated prototype "classified electronic device" stolen ten days ago from an unmarked courier, *en route to* a testing session in northern California.

Return to 126.

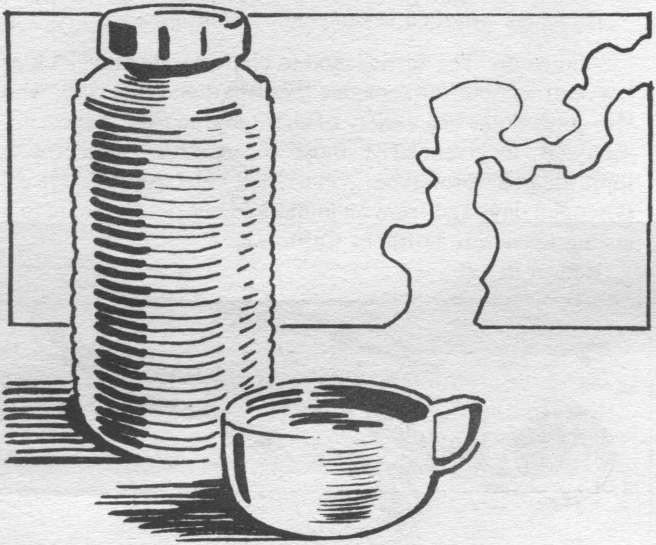


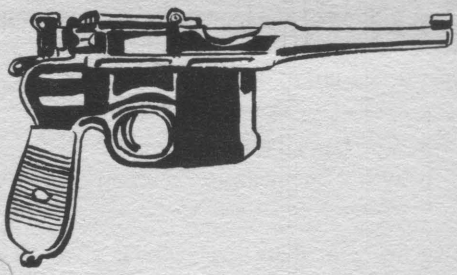
215 When you come to, you're laid out on the floor of a jail cell. One of the other prisoners, whom you recognize from the fight, leans over you. "You okay?" he asks. "The doctor said there was nothing wrong with you, so the cops dumped you in here. But the doc said that if you had headaches or anything, to call him." You feel fine — embarrassed, but fine — and decide to wait it out with the rest of the brawlers.

Turn to 394.

216 The police dragnet catches you easily — and they don't appreciate cop-killers. Your adventure is over.

217 It suddenly hits you — that photo was taken just hours ago, in the AADA offices! Was it the work of a Green Circle sympathizer, or an active agent? Can you trust anything that they told you? Turn to 114.





218 You're about 30 minutes past Baker (mark it off), when your CB clicks on. "Howdy, lonesome stranger," the voice says. "I see you're driving without a backup. Don't you know that could be dangerous?" Despite the words, the voice does not seemed very concerned with your welfare.

It continues, "Around the next curve, there's an old roadside rest stop. Stop there, and leave $1,000 in the old trash barrel. Don't worry, I can see if you do it or not. If you don't, you won't live to see the next off-ramp." The terrain is mountainous and dangerous — sheer drops to one side of the highway, and a wall of rock to the other.

What will you do?

Pay (233) — Obviously, if you don't have $1,000, this is not an option.

Drive on past the rest stop (244).

Antagonize the bandits and force their hand (252).

Try and trick them (272).

Ask Havelock his opinion of what you should do (285).

219 After the cycle gets past you, it immediately triggers a smokescreen, which effectively raises its Defense Class by 2. If you keep firing, you'll get 2 more shots before it gets over the hill.

If you quit firing, turn to 189.

If you take the cycle out, turn to 205.

If you turn to chase the cycle, turn to 269.

220 Shortly after you leave Easton, you pass a sign that says, "Snoqualmie National Forest," and just past it is a large, hand-painted sign:

> Cared for in the public good
> by the Snoqualmie Preservation Society

"I've heard of them," Havelock says. "They're good people who love this forest. The way the forest has been mistreated has forced them to take some drastic measures, but it's still a good cause."

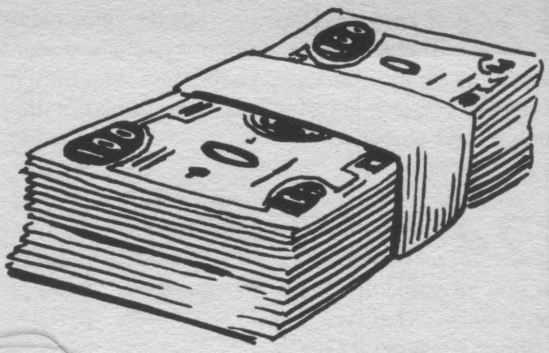
The woods become thicker as you travel, and within a few miles you are deep inside a beautiful forest. The air smells wonderful, clean and pure and fragrant, all at the same time. You begin to get an idea of what the entire world must have been like centuries ago, and you can't help feeling that your armed-and-armored steel-and-plastic contraption is a rude interruption to the quiet of nature.

After 30 minutes of driving (mark it off), you pass another hand-painted sign:

> Prepare to stop. Toll ahead.

Havelock says, "Must be a Snoqualmie Preservation Society 'fund-raiser.' I've heard of these."

Turn to 90.



221 "You've got to get Havelock to Seattle in seventeen hours," Wilkes begins. "It's only a 500-mile trip, so time shouldn't be too much of a problem.

"You won't be able to contact us for help of any kind, and we won't get you off the hook if you run into any local authority trouble along the way. Of course, you get salvage rights on anything you slag on the road — but secrecy is the key here, not firepower."

He takes another drag on his cigarette. "We'll pay for full ammo loads and a recharge here in Boise, plus you get $50,000 when you finish the mission. What do you say?"

That's more money than you've seen in a long time, enough to get you staked and back on the top circuits. This is truly an offer you can't refuse.

Turn to 248.

222 You flip over to Channel 27. "Abel Baker Delta 222," you call. "This is the Jupiter, in need of assistance."

A voice comes on the radio almost immediately. "Come back, Jupiter. Please give your location and problem."

You tell the voice what the problem is, and where you are. "Sit tight," the voice says. "We'll be there within 30 minutes."

Turn to 298.

223 In each envelope, there is the same picture. It's of Havelock, and it looks like it was reproduced from some vidnews story. "They know who they're after, all right," you say. Havelock seems to think it's time to get moving, and you agree.

Turn to 114.

224 Havelock seems unimpressed with your gun — or maybe he's just too crazed to listen. Now that you've raised the stakes, though, lesser threats probably won't work. What will you do?

Shoot Havelock (279)?

Fire a warning shot (293)?

Put the gun away (308)?

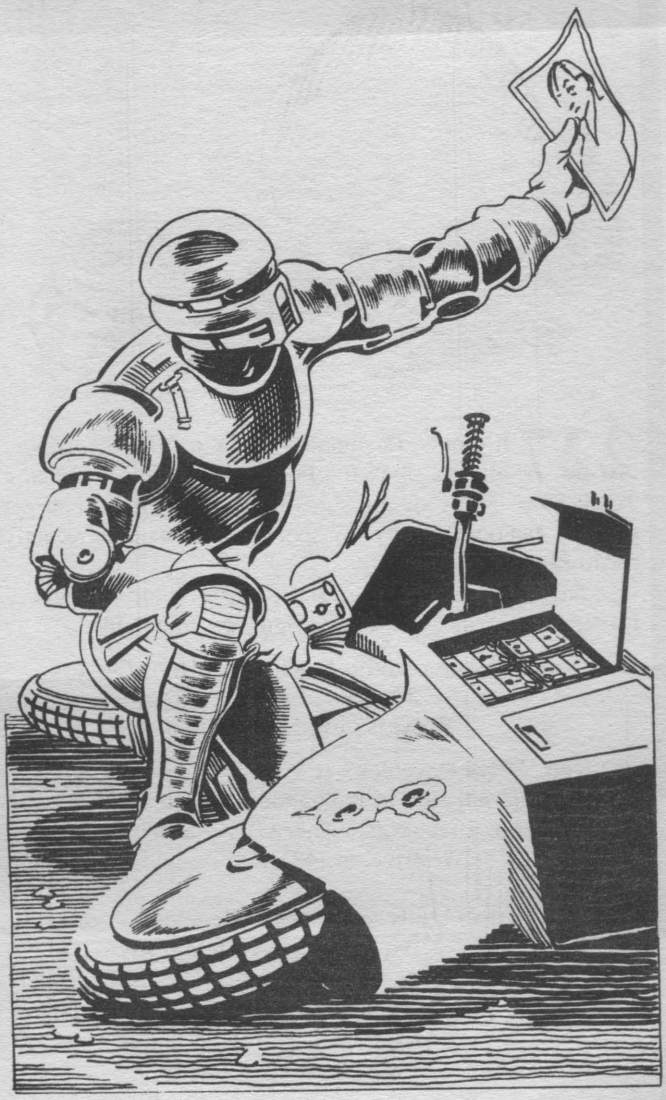
225 The cycle has a green circle painted on the instrument panel, but there's nothing worth salvaging. The driver has $500 on him, but no ID (add it to your Money). You may:

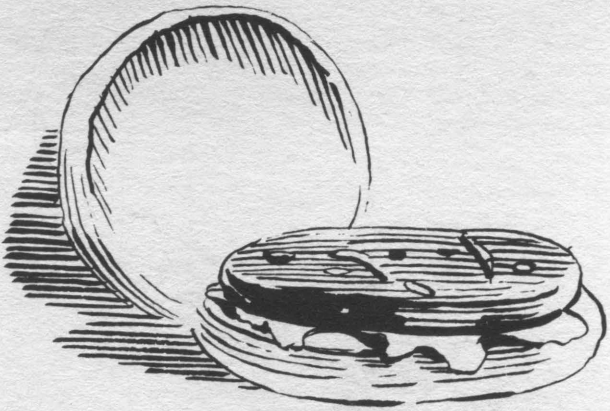
Administer first aid (352).

Finish him off (238).

Leave (210).

226 It was a good idea, but the execution was a little lacking. You see the man's legs dangling off the back end of your car for a moment, but the human "fly" nimbly scrambles on top of your car! Turn to 153.





227 It's only 15 minutes (mark it off), before you see the signs for Pendleton and the Pendleton Truck Stop. Many of the signs have been used for target practice, but occasionally you spot one that has been recently repaired.

"That truck stop owner must spend a lot on signs," Havelock muses. Some of the signs say things like:

Most Complete Ammo Stocks In Eastern Oregon!
24-Hour Repairs!
Burgers Good As Real!

"Ugh," says Havelock.

If you did not stop in LaGrande, you must stop here in Pendleton for a recharge. Otherwise, you may choose to stop here (240), or drive on (43).

228 "I'm really sorry about Havelock," you continue. "But there's something strange about what's in his briefcase — I'm not sure which side he's really on." Wilkes looks at you funny, then opens the briefcase for a look, eyes growing wide.

Turn to 264.

229 As you enter the small, functional office, Simpson swings the door shut behind you. "You've got to be careful what you say, and where, friend," he begins. "The Circle has ears everywhere, and a fair amount of popular support."

As you talk about various subjects (you don't want to just lay everything on the table — Wilkes warned you about that), you learn that Green Circle is probably behind many violent incidents around the Northwest that have gone unsolved.

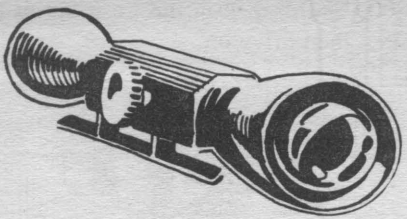
But lately, they've been bolder, leaving their calling card — a spray-painted green circle — at the scene of many attacks. Reports have been received of Green Circle vehicles — black with green trim — patrolling various back-road areas.

"They've never been this public before — I'm afraid they're up to something big," Simpson says.

There's a rap on the door, and Gladys sticks her head in. "I've got those forms ready," she says.

"Excellent," Simpson says, as he gets up. "I know you don't have all day to talk, but I appreciate this opportunity to meet you. Gladys will give you all the official information we have available. Drive offensively."

The meeting took 30 minutes (mark it off). To read the reports: If you have 15 minutes left, turn to 16 and read that information; if you have 30 minutes remaining, you may read both 16 *and* 7. When you run out of time, turn to 194. If you still have time remaining after all this, return to 256 and choose again.



230 The waitress brings you another algaebrew. "This one's on the house," she says. "Thanks for your help." And with a deft move that no one notices, she also slips you a note.

Later, when you're alone, you read the note: "You saved me a lot of money in furniture and glassware tonight. I hear you're in town for next weekend's duel. You've got free drinks in my place for as long as you're here. And if there's anything else I can do for you, just give me a call — 555-4988." It's signed, "Ernie Newell, owner, Piston Ring." *Write the phone number on your record sheet.*

It's been an exciting evening, but it's time to turn in and get ready for another day in the pits. Turn to 105.

231 The cycles are now history, but you've still got the "fly" to deal with. Nothing left to do but to try and shake him off. Turn to 129.

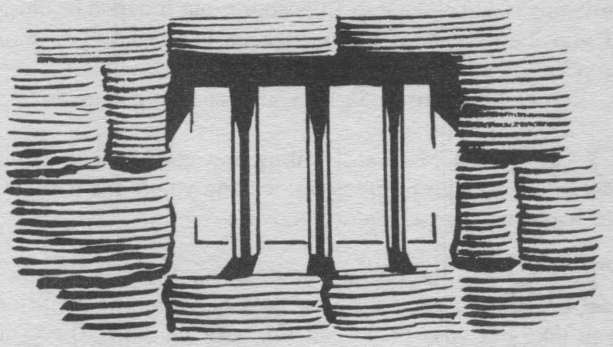
232 Somehow, you elude the dragnet. But you know you can't show your face in this town ever again. Mark off 15 minutes for the adventure, and turn to 384.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)

233 "It's your money," Havelock says with a hint of contempt as you pull into the roadside stop. Everything is as the voice on the CB described. You bundle up the $1,000 and drop it in the trash barrel (mark it off your Money), then drive on.

Turn to 300.

234 The cyclist is gone, and you know there's no way you'll catch him. "Great," Havelock mutters sarcastically. "The entire Green Circle army will be on us in minutes." Turn to 227.



235 The guard leads you to a small, windowless room. Inside are two men in business suits. One has a briefcase, unopened, on the table. After the guard leaves and shuts the door, the man with the briefcase opens it. It is full of electronic meters and antennas. "Is the room clean, Henderson?" the second man asks.

"Electronic surveillance check complete. It's clean."

The second man flips open his wallet, revealing an ID card. "I'm Agent Wilkes with the Federal Anti-Terrorist Task Force. This is Agent Henderson.

"It is my obligation, under the Federal Anti-Terrorist Act of 2097, to inform you at this time that the information we are about to give you is designated Type A, which means that once you hear it, you are bound under severest penalty of federal law to not repeat it to anyone, nor may you act on this information in any way detrimental to the welfare of the U.S. government or its citizens.

"If you do not wish to hear this information, you have the right to tell me at this time."

If you want Wilkes to continue, turn to 261. If not, turn to 274.

236 The next 30 minutes (mark them off) are quiet — Havelock even naps a bit. The approaching signs tell you that Yakima is not far away. If you did not stop in Kennewick, you probably should stop here — you probably could make it to Ellensburg, but it would be close. If you didn't stop at Kennewick or Pendleton, you must stop here.

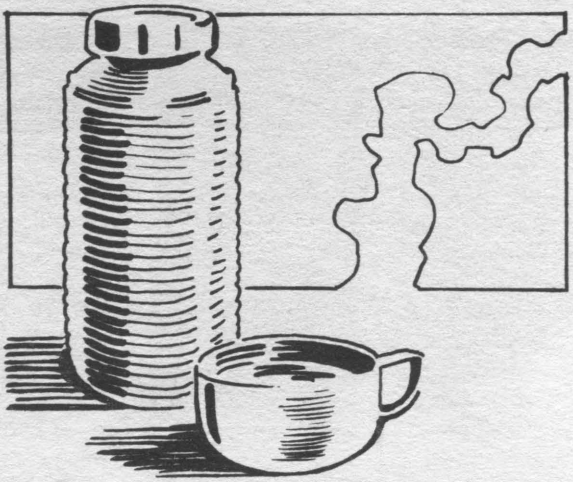
If you stop, turn to 58. If you keep going, turn to 74.

237 The car is still rolling at a good speed when it begins to break up, leaving you to the mercy of the asphalt. Your adventure is over.

238 It's the law of the open road. He tried to kill you and failed, so now he must pay the price. You take out your pistol and fire a single shot. The cycle has a green circle painted on the instrument panel, but nothing's worth salvaging. The driver had $500 on him that you take (add it to your Money). There's nothing left for you here.

Mark off 30 minutes for the fight and scavenging, and turn to 96.

239 Having this human "fly" up there dismantling your best weapon just won't do. You swerve back and forth, trying to shake him off. Try a Control Roll. If you make it, turn to 295. If you fail, turn to 310.



240 The Pendleton Truck Stop is a big, bright, clean truck stop. It doesn't seem to be very busy right now. While the attendant hooks up the Jupiter to the charger (pay $50 — even if you stopped in LaGrande, a "top off" charge seems like a good idea), you think about the other services of the truck stop. You can:

Inquire about repairs (254).

Ask about buying personal equipment (268).

Ask about bandit activity (282).

Ask about road conditions (296).

Get something to eat or a cup of coffee (326).

If you have something in your trunk which you need to take care of, turn to 311.

If you've got everything you want (even if your car is still being repaired), turn to 341.

241 "You're going to have to explain a lot of things," Wilkes says. "But for now, let's see what's in this briefcase." He pops it open, and his eyes grow wide. Turn to 264.

242 As you enter the small, functional office, Simpson swings the door shut behind you. "You've got to be careful what you say, and where, friend," he begins. "The Circle has ears everywhere, and a fair amount of popular support."

He reaches into his desk, and after a moment or two of rummaging around, produces a small card. He says, "If you get into any kind of mechanical trouble, or other sort of difficulty, get on Channel 27 and broadcast this code — it could be very helpful."

The card says, "Abel-Baker-Delta 222." *(Write this information down on your record sheet.)*

There's a rap on the door, and Gladys sticks her head in. "I've got those forms ready," she says.

"Excellent," Simpson says as he gets up. "I know you don't have all day to talk, but I appreciate this opportunity to meet you. Gladys will give you all the official information we have available. Drive offensively."

You still feel uneasy about Simpson, but he was perfectly agreeable and friendly — it must be nerves.

This meeting took no time. To read the reports: If you have 15 minutes left, turn to 16 and read that information; if you have 30 minutes remaining, you may read both 16 *and* 7. When you run out of time, turn to 194. If you still have time remaining after all this, return to 256 and choose again.

243 "Thank you," the officer says. "Have a nice night." You are free to go. Turn to 384.

244 Havelock seems agitated and just a little scared — not the calm cat you saw during the last attack at all. "Are you sure you're doing the right thing?" he asks as you cruise past the roadside rest stop.

Within seconds, the CB clicks on. "I warned you, pal. Hope you've got something worth salvaging in there." You drive on for a mile or two, but nothing happens.

Turn to 323.

245 Continue the fight with the three cycles, remembering the damage the "fly" on top of your car is doing every turn.

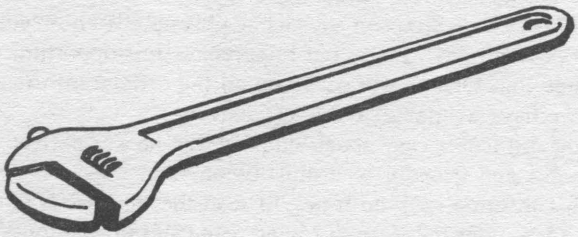
If, after any turn, you try and shake the "fly" off, turn to 239.

If the "fly" destroys your turreted weapon, and Cycle #3 is still in the fight, turn to 325.

If the "fly" destroys your turreted weapon, and Cycle #3 is out of the fight, turn to 340.

If all the cycles are destroyed, and the "fly" is still on top of your car, turn to 231.

If your car is crippled, or if you are killed, your adventure is over.



246 The body has an ID on it — Wayne Murphy, bonded courier from Portland, Oregon.

"Oops," Havelock says.

The cargo compartment broke open in the crash, and its contents are scattered all over the road. Papers, mostly — they look like archive copies of contracts, and other such stuff. It has no value, except to the people who own them. There's no way to retrieve it all now. There's a few things in a wallet — $350 in cash, and a Gold Cross card.

Gold Cross card? You examine it closely — he's paid up through next month! If you can get the body to a facility, Gold Cross can clone him. Perhaps you can redeem yourself from this tragic mistake.

Turn to 286.

247 The guard shrugs, turns, and leaves. He's back in less than two minutes. As another guard opens the door, he comes in and yanks you up by the arm. "I was mistaken the last time I was in here. It seems you *do* have to go." And with that, he drags you, none too nicely, down the hall.

Turn to 235.

248 "Okay, let's do it," you say.

Henderson hits a button in his briefcase and talks into a small microphone. "It's a go. Get started," he says, then turns to you. "We'll have Havelock here shortly. Your seventeen hours start then. Our people will also have your car fixed up by then. What you do until Havelock gets here is up to you."

"One last question," you ask. "You guys have plenty of resources and people. Why don't you just take Havelock yourselves?"

"Orders," Wilkes says. "Command thinks there's a leak in the local office, so Henderson and I were told to set up this little end run. It ought to buy you some time. Let's get going."

The three men turn to leave, and Wilkes says, "Remember, we cannot help you in any way, or our leak will ID you and Green Circle will be all over you. Good luck."

Turn to 256.

249 Not more than 5 minutes down the road (don't bother marking it off), you see an orange glow beyond the next rise. You check your weapons systems, ready for anything.

As you come over the hill, you see a wrecked and burning van 150 yards down the road. The wreck is in the middle of the road. There is no sign of any life or activity.

If you stop and investigate, turn to 263. If you drive past, turn to 276.

250 The biker swallows hard, then points at Havelock. "I mean the whole thing stinks, ever since you got involved." Then he looks at you. "He's one of us."

Before you can react, a heavy object slams down on your back, knocking you to the ground. By the time you can roll over, Havelock has disappeared in the woods. You'll never find him now.

You look over to see what he hit you with — it's his briefcase, still lying on the ground!

If you open the briefcase, turn to 18. If you keep it closed, turn to 3.

251 The car rolls and rolls, finally coming to rest against a tree, 20 yards off the roadway. Roll 1 die. On a 1–2, turn to 315. On a 3–4, turn to 338. On a 5–6, turn to 353.

252 "Watch this," you chuckle. As you speed past the rest stop, you spin your turreted Vulcan around, and with one well-aimed burst, disintegrate the rusty old trash barrel into a thousand bits of metal confetti.

A very agitated Havelock asks, "Are you sure you wanted to do that?" He also seems a bit on the frightened side — definitely not the calm customer you saw during the last attack at all. You're still puzzled by his behavior, but you don't have much time to think about it, because within seconds, the CB clicks on.

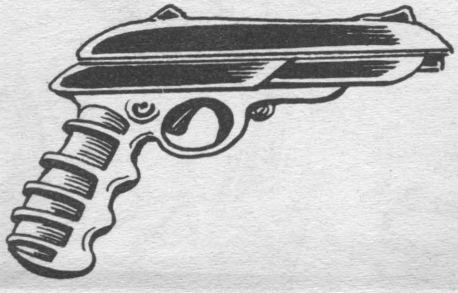
"Better save your ammo, pal. Not that it'll help you any. I'm going to enjoy watching you die." You drive on for a mile or two, but nothing happens.

Turn to 323.

253 Each cycle is flat black, with a green circle crudely spray-painted on the instrument panel. There is no ID of any sort on them. Each small cargo compartment contains the same thing — $1,000 in crisp bills (plus $1,000 in the sidecar) — a total of $4,000. You pocket the cash (add it to your Money).

"Price is going up," you say to Havelock. "At the start of this, it was $500 apiece." There's one more thing in each compartment — an envelope.

Turn to 70.



254 There's one available mechanic on duty right now.

General damage can be repaired at the rate of 2 points every 30 minutes — the charge is $100 per point. Specific damage can be repaired at the rate of 1 damage box every 30 minutes, and that costs $150 per box. Completely destroyed components can also be replaced, at the regular retail place, but that will take 1 hour per component. Decide how much time and money you want to spend, and mark it off.

Keeping track of time at this point can be tricky. You can do other things while your car is in the shop, by turning back to 240 and choosing again. But as long as the time spent on those other things is equal to or less than the time spent on repairs, don't count it. Only count the time that is in excess of the car repair time against your official tally.

255 "I can prove it," you say. "Look in his briefcase." Wilkes pops the case open, and his eyes grow wide. Turn to 264.

256 You've got 2 hours before you have to leave for Seattle. Keep track of the time you spend, marking it off when the paragraphs tell you to.

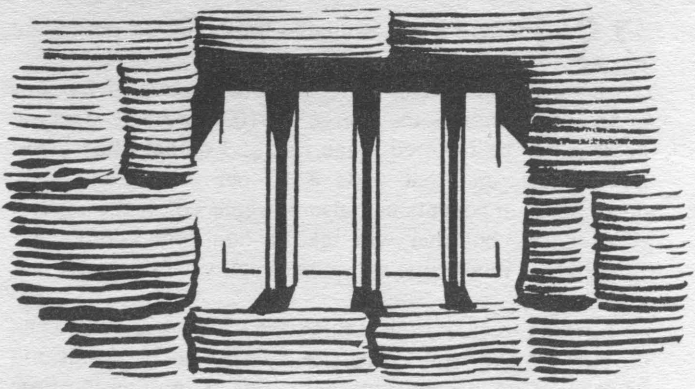
What will you do to prepare for the trip?

Get information from the local AADA office about the best routes and possible road dangers (270)?

Visit the local Uncle Albert's showroom for some extra equipment (284)?

Check the newspaper for any background information that may help you out (126)?

Call the phone number you have (that is, if you know anything about a phone number)? *(Add the digits of the number together and turn to that paragraph.)*



257 The officer says, "Well, we can always talk about it downtown." You are hauled in and kept overnight. The next morning, the fine is tripled, and a municipal judge backs it up. You've missed your deadline, and you're in big trouble, to boot.

Your adventure is over.

258 There's not likely to be much of interest, Havelock says, and besides, it's time to get moving — there's a lot of driving left this night. You agree. Mark off 15 minutes for the battle, and turn to 120.

259 Easton is only a few miles down the road. If you did not stop in Ellensburg, it would be smart to stop here — powerplants need power. You might make it to Seattle, but why take any chances? If you did not stop in Ellensburg or Yakima, you must stop here.

If you decide to stop, turn to 379. If you decide to drive on, turn to 364.

260 "Good work," Havelock says. "Now let's get moving." Did you do the right thing? Well, better safe than sorry, you think, and drive on. This encounter took no time worth mentioning. Turn to 227.

261 "Okay," you say. "What's this about?"

"We have a job for you," Wilkes continues. "Have you ever heard of Green Circle?" You nod — Green Circle is an environmentalist terrorist group, a little on the crackpot side, but active in these parts.

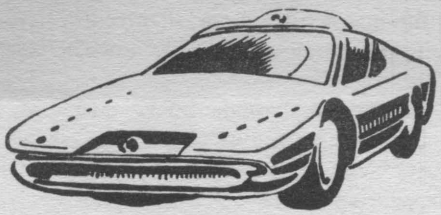
Wilkes continues. "Well, then, you know that one of the Green Circle tenets is that the Grain Blight was a hoax, staged by powerful food technology interests to drive farmers out of business and to take control of food production worldwide.

"To prove their point, Green Circle has just stormed the Seattle algae plant, the largest on the West Coast. They've wired a mini-nuke to an elaborate micro-electronic timer/detonator inside the installation. The nuke is old-tech, but the detonator was stolen from Smith/Havelock Labs, where it was their latest state-of-the-art prototype.

"The only man who can defuse the detonator is Mitchell Havelock. He's here in Boise, and we want you to take him to Seattle." Wilkes pauses to light a cigarette. "You want to hear the deal?"

You've never been fond of terrorists, but you're usually not willing to do anything dangerous without some payoff. If you want to hear his offer, turn to 287. If not, turn to 301.

262 Another 30 minutes driving (mark it off), and you reach the LaGrande exit. If you didn't stop at Baker for a recharge, you need to stop now — turn to 275. If you keep going, turn to 288.



263 Havelock is sufficiently recovered to have an opinion. As you begin to slow down, he says, "It could be a trap. Let's just drive past." You come to a stop at the side of the road, and cautiously get out, weapon ready. Turn to 337.

264 "Would you look at this!" Wilkes says, whistling low. "It's a mini-nuke. Why would Havelock be bringing . . .

"I get it! Havelock is with Green Circle — he's the leak! And that's how they got the detonator. Then they get us to deliver Havelock to them, and he brings them the nuke to go with their detonator.

"But that means that they've got no nuke now — just a detonator! It's a bluff! Call the SWAT team — we're going in!"

Turn to 21.

265 It doesn't matter how you did it. What matters is that you've got the car back under control. You continue up the road toward Kennewick, waiting for the Green Circle ambush, but it never comes. Things are getting weirder all the time.

Mark off 15 minutes, and turn to 177.

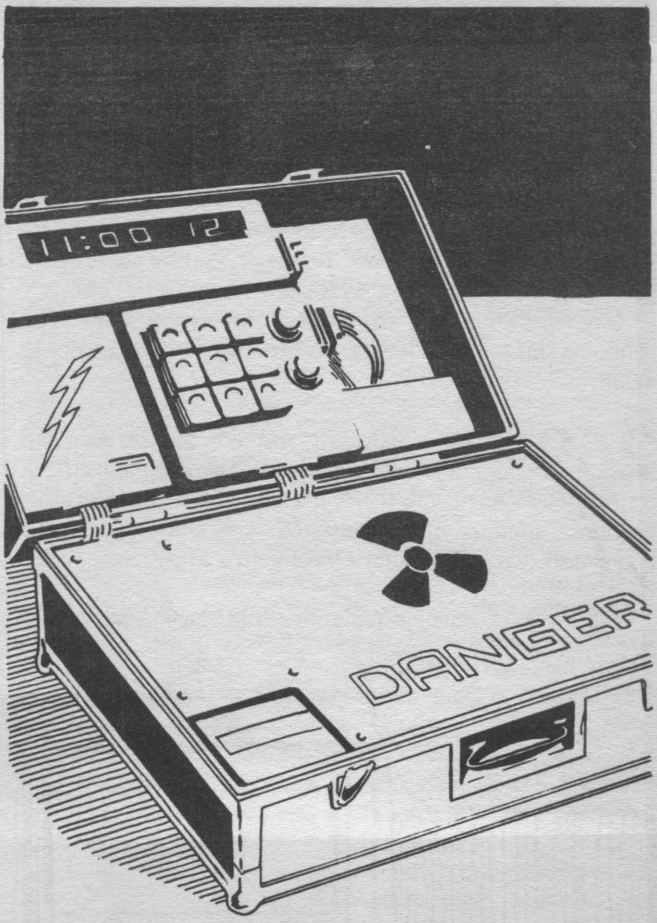
266 You turn to chase the other cyclist, but he disappears into the night. If you investigate the wrecked cycle, turn to 135. If you leave, turn to 363.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)

267 You turn to chase the final cyclist. "Must we go through this again?" Havelock asks.

"We must," you reply, and gun your motor after the rapidly disappearing cyclist.

Roll 1 die: On a 1–4, turn to 190. On a 5–6, turn to 144.


11:00 12
DANGER

268 "We've got some stuff here," the man says. "It's no Uncle Albert's showroom, but it's not bad."

Some of the things they have available include:

Body Armor (gives the wearer 3 extra hit points): $250; 1 set available in your size.

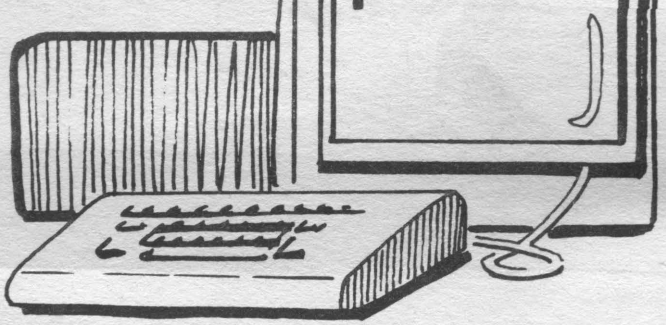
Improved Body Armor (gives the wearer 6 extra hit points): $1500; 1 set available in your size.

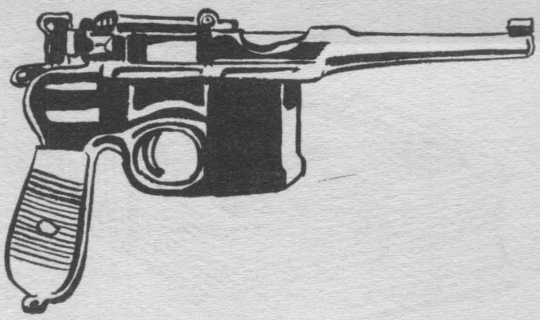
Machine Pistol (Combat Bonus 0, 2 hits damage to people, 1 hit to vehicles): $250; 2 available.

Buy what you want, and mark off the money spent. The shopping takes 30 minutes. Return to 240, and choose again.

269 You drive carefully through the smoke, and emerge to see — nothing. The cycle must have tremendous speed; you'll never catch him. "Wonderful," Havelock mutters sarcastically. "If you could only drive and shoot, that spy wouldn't have gotten away. Now we're in big trouble."

Mark off 15 minutes for your futile chase, and turn to 227.





270 It will take you 15 minutes to get to the AADA offices. If you don't have that much time left, turn to 194.

The local AADA office is a small operation, just a storefront near the arena with two secretaries up front and a manager's office. You know that the more information you ask for, the longer it will take. What will you ask for?

A "Route & Road" report (giving the best route and warning of bad roads, detours, and the like) — 15 minutes (16).

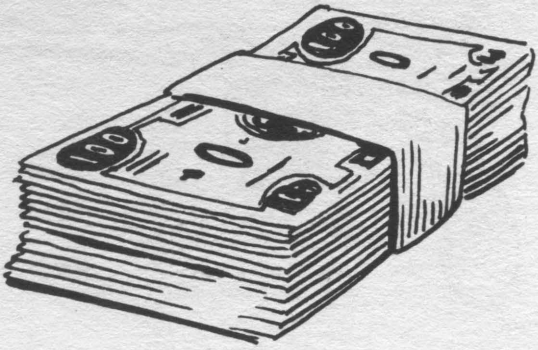
A report on bandit activity, toll blockades, and police scams — 30 minutes (7).

Specific information on Green Circle — 30 minutes (26).

271 "No cash? We can work something out." The police will accept personal equipment — undamaged body armor and hand weapons — at half retail value, instead of cash. If you don't have enough equipment to cover the fine, they take it all, anyway.

"Thanks for your cooperation," one says. "Drive carefully." The raid on your supplies takes another 15 minutes (mark it off), but now you can leave.

Turn to 384.



272 You pull into the roadside stop, and everything is as the voice on the CB described. You take $1,000 out of your billfold and figure out just how big and heavy the bills are. Then you take out a similar pile of small bills (ones and fives, mostly), bundle them together, drop the bundle in the trash barrel, and drive on.

Turn to 1.

273 "Count on staying in town for a while, because we've got a lot of questions to ask and checking to do," Wilkes says. "But for now, let's see what's in this briefcase." He pops it open, and his eyes grow wide.

Turn to 264.

274 "No thanks, pal," you say. "I'm having enough trouble with these local cops without dealing with feds, too. I'll just head back to my cell, if you don't mind."

"Well, actually, we kind of do mind," Henderson says. "And as far as these locals go, we can take care of that . . . You sure you don't want to hear what's going on?"

If you hear them after all, turn to 261. If you *still* don't want to get involved, turn to 319.

275 The LaGrande Truck Stop is really more of a recharge station and diner than a full-fledged truck stop, but it will do. As you drive in, you notice they have only one repair bay, which doesn't look as if it's been used in months.

A recharge costs $50 (the usual going price), takes 30 minutes (mark it off), and will take you another 200 miles. While the attendant hooks the charger up to your power plant, you have some time to ask around. Havelock decides to stay in the car — you shake your head, still unable to figure this guy out. You may:

Inquire about repairs (302).

Ask about road conditions ahead (320).

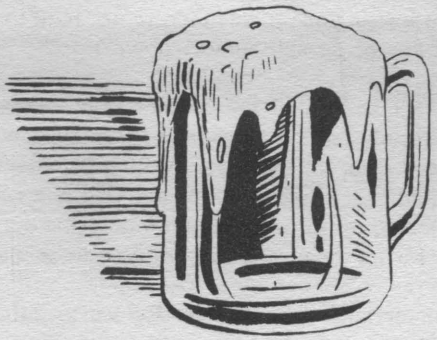
Ask about bandit activity (334).

Ask about buying additional equipment (347).

When you are done asking questions, turn to 376.

276 You slow down as you drive past, but there are still no signs of life — or anything else. Roll 1 die. On a 1–4, turn to 289. On a 5–6, turn to 303.

277 You don't have the spare time to stop at every truck stop along the way, Havelock says, and for once you agree with him. Turn to 249.



278 Your car is inspected more thoroughly than any mechanic ever has, looking for violations of Yakima ordinances. It doesn't matter what they find — they'll think of something. After listing the charges, the first cop says,'' We can take care of it here, 'cause I know you're probably in a hurry.'' He says it with a touch of irony, since the inspection took 45 minutes (mark it off). ''That'll be $500.''

If you don't have the money, turn to 271. Otherwise, you may pay him (243), or protest the rip-off (257).

279 Havelock gives you no choice — you pull the trigger. Make an Attack Roll, with a +2 bonus for the extremely close range. If you hit him, turn to 368. If you miss, turn to 383.

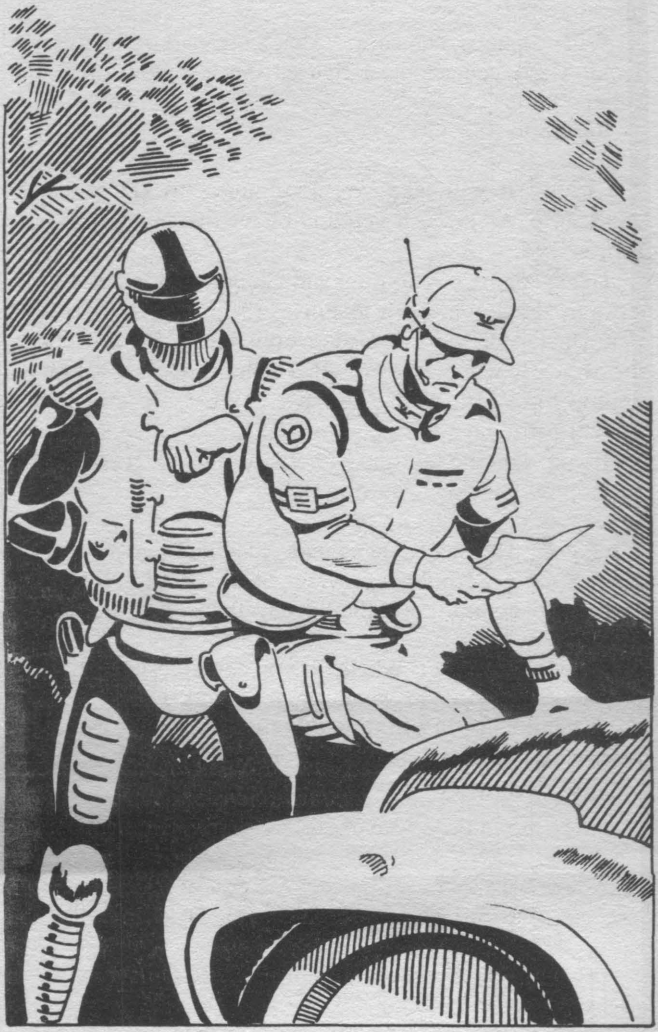
280 You can't shake the cycles, so it looks like you'll have to fight. Turn to 176 and fight it out, letting the cycles have the first shot.

281 You watch the rapidly disappearing cyclist until you lose sight of him.There are two other wrecked cycles nearby. If you investigate the wrecks, turn to 171. If you'd rather get moving, turn to 258.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)

282 The man behind the counter says, ''You can probably tell me more than I can tell you. The only reports we've got say there's something fishy between Baker and LaGrande. Haven't heard any bad news about the routes west and north of here.'' You describe the anti-tank gun trap for the man, and he promises to spread the word.

This encounter takes 15 minutes. Return to *240*, and choose again.



283 "The guy was nothing but trouble," you tell Wilkes. "Whining, complaining — calm one minute and a basket case the next. You're lucky I didn't kill him myself."

Wilkes laughs, and says, "That's one part of the mission I didn't tell you about. I figured the less you knew, the better."

Return to 382.

284 It will take you 15 minutes to get to Uncle Albert's. If you don't have that much time left, turn to 194.

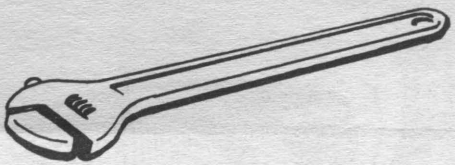
Uncle Albert's Auto Stop and Gunnery Shop has a well-stocked showroom even in Boise, Idaho — proof positive that Uncle Albert is indeed everywhere. You are not in the showroom more than half a minute when a salesman approaches. "Hi, pal!" he says. "What are you in the market for today? We've got it all!"

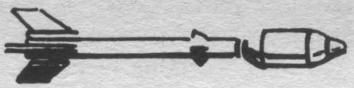
If you want the salesman's help, turn to 36. If you prefer to shop on your own, turn to 51.

285 Havelock seems undecided and tentative, a far cry from his previous behavior. "I don't know. I guess to be safe, we should pay them, but they could attack us anyway. . .

"It doesn't matter. Whatever you decide, it'll go wrong, probably. I mean, do whatever you think is best." *With* those confidence-instilling words ringing in your ears, you realize you still have to make a choice.

Turn back to 218 and choose again.





286 "Are you crazy?" Havelock screams. "We don't have time to waste on this guy. Sure, it was a mistake, but remember — we're trying to save a city. If we're a little overly vigilant in pursuing that goal, it's understandable. Besides, he looked like a road professional. He knew the chance he was taking when he got on the road. You don't owe him a thing."

If you decide to leave the body, turn to 318. If you decide to take it along, turn to 331.

287 "You've got to get Havelock to Seattle in 17 hours," Wilkes begins. "That's only a 500-mile trip, so time shouldn't be too much of a problem.

"You won't be able to contact us for help of any kind. We won't get you off the hook if you run into any local authority trouble along the way. Of course, you get salvage rights on anything you slag on the road — but secrecy is the key here, not firepower."

He takes another drag on his cigarette. "We'll pay for full ammo loads and a recharge here in Boise, plus get all charges dropped for last night's incident. The $1,000 you don't have to pay the local cops, thanks to us, should take care of your other expenses. That, and $15,000 when you finish the mission. What do you say?"

The money's not bad — more than you could hope to make here in Boise. If you take the deal, turn to 333. If you don't, turn to 346.

288 From what you can see from the highway, the LaGrande Truck Stop wasn't going to be the highlight of your trip, anyway. Oh, well, you've got a deadline to meet, so it's best to keep moving. Turn to 4.

289 Havelock yells, "Look! On the ground!" And then you see it — a green circle, painted around the wreck! You floor it, trying to put as much distance between you and the wreck as possible. Turn to 236.

290 This kid probably doesn't know anything you haven't already found out. Besides, it's against your principles to bribe anything that stupid. You turn to leave, and the kid just watches. Turn to 220.

291 The three Green Circle terrorists are defeated. If you loot the wrecks, turn to 378. If not, turn to 393.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)

292 Time to get Havelock aboard and get going. "Do you know how you're going to get there?" he asks. If you know what route you plan to take, turn to 100. If you don't have any idea how to get there, turn to 116.

293 You move the gun a little to the left, and fire a round into the passenger-side door. A startled Havelock freezes, then cowers in the far corner of the passenger seat. "You wouldn't really shoot me, would you?" he whimpers.

"Only if I have to," you respond with a smile. It was crude, but it's also the first time you've gotten the better of Havelock all night.

Turn to 265.

295 You put the car into a gut-wrenching swerve, perfectly executed. Roll 1 die: On a 1–5, turn to 59. On a 6, turn to 159.

296 After hearing the route you plan to take, the man behind the counter says, "That's the way to Seattle from here, all right. 37 and 730 aren't too bad, but they're narrow. And I–82 is a real mess from the dam to Kennewick — take it slow, especially at night."

This conversation took essentially no time. Return to 240 and choose again.

297 You say, "I'm concerned about Havelock's ability to do whatever it is you have planned for him. He's seriously unbalanced — mood swings, irrational behavior, the works."

"That's the chance we'll have to take," Wilkes says. "He's the only man who can do the job. But I'll note your impressions in the report — it may effect how we deal with him in the future."

Return to 382.

298 Twenty minutes later (mark them off), you hear what sounds like a squadron of cars approaching. As they get closer, you see the distinctive markings of Green Circle. You've been betrayed! Your adventure is over.

299 You are about 15 minutes past Yakima (mark it off), when flashing red lights appear behind you — police! Havelock worries about a Green Circle trap, but that doesn't seem likely.

What will you do? Pull over (314), shoot it out (343), or try to outrun the supposed cop car (329)?

300 You never hear from the extortionist on the radio again. About three miles down the road, you enter a stretch of highway where the right shoulder is solid rock and the left is sheer cliff. As the road curves off to the right, you see a glint of reflected light in the rock wall — *an emplaced gun*, set up to command the entire curve of highway! At that elevation, protected by the natural rock bunker, the gun would have given you no chance to fight it out. It looks like paying them off was a good move.

Mark off 30 minutes, and turn to 262.

301 "Terrorists? Mini-nukes? No thanks," you say. "I think you want someone a little more qualified."

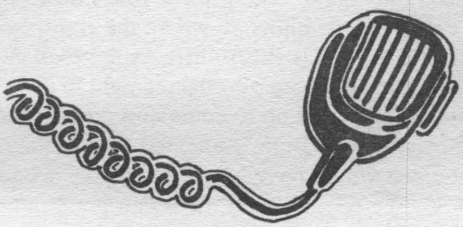
"You don't understand — millions of lives are at stake here!" Wilkes implores. "I know your background, your duelling record. You're the one we want. Will you please consider the deal? Look, we can make your little problem here in town go away. Or we can make it your worst nightmare. Think about it."

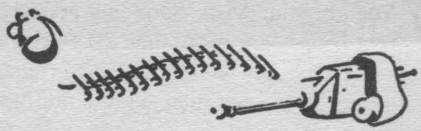
You feel yourself getting angry — threats are not the way to get on your good side. If you agree to hear the deal, turn to 287. If you still don't want to get involved, turn to 360.

302 "I'll be honest with you," the man behind the counter says. "We're not really set up for major repair work here. Now, Mac Jenkins in Pendleton, he can take care of you, no matter what your problem is. Then again, if it's a little simple armor patching, I can let Junior take a look at it and see what he can do. We charge $150 a plate, and Junior can get on about two an hour." You know from your experience that this is neither very fast nor very cheap.

If you want to have Junior repair damage to your car, turn to 361. If not, return to 275 and choose another topic.

303 You pull slowly past, but see nothing unusual. Soon, the glow has faded from your rear display, and the van is forgotten. Turn to 236.





304 "Yeah, it's rough about your ma," you say, slipping the kid a $20 bill (mark it off).

The kid's eyes grow wide as he pockets the bill. "Well, if you're headed west, the thing to look out for is the Snoqualmie Rangers. They've reclaimed the Interstate where it runs through the forest. The troopers let them have their fun for a few days, then go in and chase them off.

"But for now, they've got a pretty effective roadblock/tollbooth operation. They don't mean no trouble, though — just give 'em the $1,000 per vehicle they ask for, and they'll let you through. Real polite folks, too." You thank the kid, and head back to your car.

Turn to 336.

305 You slow down and come to a stop. An unarmed man walks out from behind the log and approaches your car. "We're taking donations to pay for our forest preservation work," he explains. "One thousand dollars a car." You pay the man (if Zeke is with you, he pays as well), and the man waves at a compatriot.

The searchlight goes out. As your eyes adjust, you see at least a dozen more "rangers" in the trees, all heavily armed. As a pair of winches mounted in the pickups lift the log, you're glad you didn't take them on.

Mark off 15 minutes for the stop. Turn to 165.

306 You pull in at the recharge station ($50 and 15 minutes, the standard cost and time — mark it off), and make some small talk. There's nothing to learn here that you don't already know. Soon, you're back on the road. Turn to 249.

307 You get your wish. Suddenly appearing in your rear scope, not more than 20 yards behind you, are three cycles! One has a sidecar, and crouching in the sidecar is a large, muscular man with a fluorescent green circle painted on his chest. As the cycle and sidecar pull even closer, you see that the sidecar passenger has a large wrench in his hand, and he's poised to jump!

What will you do?

Fight it out normally, not worrying about the sidecar passenger (19)?

Wait until the sidecar passenger makes a move, and then try a fancy maneuver (33)?

Concentrate your fire on the sidecar passenger (48)?

Try to outrun the cycles (63)?

308 As much as you'd like to, you just can't shoot Havelock. He's still fighting for the wheel, though, and your opinion could change. Turn to 75.

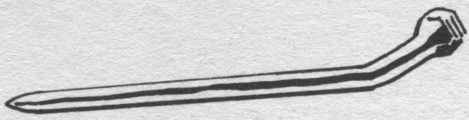
309 One of the cycles wobbles, then crashes — but you *think* you see the driver jump clear as it crashes. The other cycle immediately peels off and runs. What will you do?

Pursue the fleeing cycle (266)?

Stop to investigate the wreck (135)?

Leave (363)?

310 Your timing's off on this maneuver. The "fly" is still up there, and still banging away. Roll another attack for him, against the Vulcan. Then turn to 245 and continue the fight.



311 The man behind the counter points to a phone. You dial the Gold Cross recovery number you found on Murphy's body.

If you tell Gold Cross everything, turn to 49. If you make something up that's less embarrassing, turn to 64.

312 "I don't have any concrete proof," you say. "But there's a lot of little things building up, that make me think he's in cahoots with Green Circle."

Wilkes' eyes narrow. "That's a serious charge. You've been with him under periods of great stress, though. I won't disregard your opinion. What evidence have you got?"

You mention a couple of things — Havelock's speech against food technology corporations, his sympathy with the Snoqualmie Rangers, his mysterious disappearances at some of the truck stops, and — most importantly — his odd behavior during the attacks.

"He was very calm during some Green Circle attacks, almost as if he expected them," you say. "And he said some other things that made it sound like he knew what they would do next."

(If you arrived in Seattle late, the recent behavior of the Green Circle terrorists holding the algae plant is another clue that cannot be ignored.)

Wilkes thinks about what you say. "I could check him out, and that briefcase. But if you're wrong, it'll be slander, false arrest, violation of trade secrets, the works. Havelock's rich — and that means powerful. He could ruin you *and* me. Besides, it could just be nerves. We all know he's a bit loony."

If you're sure Havelock's with Green Circle, turn to 60. Otherwise, turn to 6.

313 The bar is filling up with more tired mechanics, drivers, and other workers from the nearby arena. Many of them look like their days have been even worse than yours.

The waitress working your part of the bar is heading your way with your algaebrew, when a bearded man staggers to full height and blocks the aisle. He says something you can't quite hear to the waitress, and the man's drinking buddies laugh leeringly — you know he wasn't commenting on the weather. You see a flash of fear in the waitress's eyes, but she quickly masks it. Working in a bar this close to an autoduel arena, she's probably dealt with this sort of thing before.

She leans around the man's large frame, looks at you with a quick wink, and says, "This is your brew, here. But would you mind if I let this gentleman have it?"

What will you do? Agree (328), say no (342), or do nothing (356)?

314 "Would you step outside of your car, please?" the voice on the bullhorn says. "And your passenger, too. This is the Yakima Police." If you get out, turn to 357. If you don't get out, turn to 372.

315 Good luck! The Jupiter has stopped on its wheels, and it's still drivable! The roll has shaken some sense into Havelock, or at least put him in shock. He gives you no trouble as you put the car in gear and get back on the road. You continue up the road toward Kennewick, waiting for the Green Circle ambush, but it never comes. You haven't figured it out, but there is definitely something strange going on — and Havelock is the key to the puzzle.

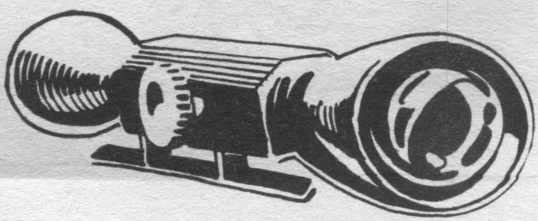
Mark off 15 minutes, and turn to 177.

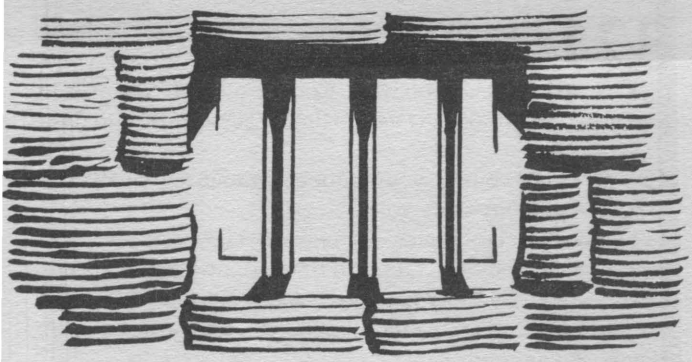
316 You whistle low in admiration. The car's in the best shape it's been in months. One of the mechanic says, "There was a real problem with the voltage regulation — you were getting uneven power distribution. But it's fine, now. Try not to mess her up too bad . . . Oh, yeah, you're supposed to get something from Hal over there." He nods towards one of the other mechanics, obviously a supervisor, and probably another government agent.

Turn to 344.

317 "Oh, very good, sir," the salesman says when you tell him the account number. "As a Special Preferred Customer, I can let you have the Laser Targeting Scope for $350, and the two LAWs for $750 apiece."

After you've bought what you want, mark off 15 minutes. If you are out of time, turn to 194; otherwise, return to 256 and choose again.





318 Havelock does have a point. You feel uneasy as you drive away, though. Havelock tries to be comforting. "Anyway, who's going to know? You've got nothing to worry about." Mark off 30 minutes, and turn to 227.

319 "I don't think you appreciate how serious we are about getting you to help us," Henderson says, staring you down. "We can get the police to forget last night's little fracas — or we can guarantee you five years in the Idaho State Prison for assaulting a police officer. And that's just for starters.

"You're on the come-back trail, right? Trying to attract a sponsor, get a little publicity? You're not *going to like the* kind of publicity we can get you, I guarantee it. At least let us tell you what we want."

If you agree to listen, turn to 261. If you still refuse, turn to 375.

320 "Road's great from here to Pendleton," the man behind the counter says. "But if you're heading towards Seattle, you've got to head from there on 37 toward the McNary Dam. Then you get into Washington roads — and I don't know much about them."

Turn to 376.

321 You've just left Ellensburg, when the CB clicks on. "Hail the westbound," a pleasant voice says. "This is Zeke Maxwell. Come back." If you talk to Maxwell, turn to 335. If you maintain silence, turn to 348.

322 Of course, you're not going to just give up to an anonymous voice.

Not convinced, Havelock freaks. "They can't do that! I've been set up!" As you try to figure out what that means, he screams, "Oh, no you don't!" and grabs the wheel! The car slews wildly left, then right, as you struggle with Havelock for control.

Try a Control Roll, at –2 for difficulty. If you make it, turn to 31. If you fail, turn to 75.

323 About three miles down the road, you enter a stretch of highway where the right shoulder is solid rock and the left is sheer cliff. As the road curves off to the right, you see a glint of reflected sunlight in the rock wall — an emplaced gun, set up to command the entire curve of highway! And at that elevation, protected by the natural rock bunker, the gun gives you no chance to take it out with your weapons.

The gun swings down to bear on your car. The first shot misses, but not by much. What will you do?

Keep your present speed, hoping your armor can withstand the barrage (82)?

Floor it on this treacherous road, trading the risk of high-speed maneuvering for a chance to get out from under that gun (98)?

Surrender (115)?

324 You put it to the floor, trying to outrun the cyclists. Try a Control Roll at –2. If you make it, turn to 294. If you fail, turn to 280.

325 The banging overhead stops. You check your weapons display with a sickening feeling — your Vulcan's been completely smashed!

With the quickness of hard practice and coordination, the cycle and sidecar swoop in close, and the "fly" jumps back to safety.

If this cycle is the only surviving cycle, it immediately flees. Turn to 206.

Otherwise, the battle continues. Turn to 174.

326 The food's good for algae-based, but Havelock turns his nose up at it. The coffee's better — and since you've still got an all-night drive ahead of you, you have a cup or three.

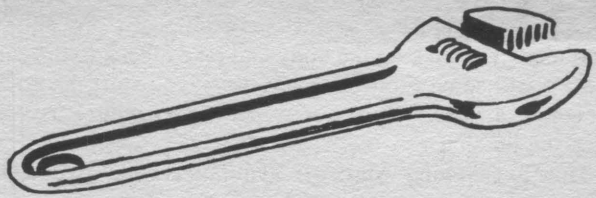
The meal and coffee takes 30 minutes and costs $20. Return to 240, and choose again.

327 You decide it's best to get back to Boise right away — and with Green Circle no longer interested in you, it should be a relatively dull trip. You start east on I–90, and think as you drive. Put in a couple of hours, then get some sleep on the road — maybe in Ellensburg, or Yakima, yeah . . .

You are startled by a blinding flash behind you. You check your rear scopes, but they're overloaded and filled with static. Looking over your shoulder, you see an ominous mushroom-shaped fireball rising from beyond the horizon, back where you know Seattle used to be.

You floor the accelerator, wondering what went wrong. You got your money (if indeed you got any), but you know there won't be any new-found fame in this adventure. You don't know how, but Green Circle got the last laugh.

Your adventure is over.



328 "Sure," you call out, and the scattered laughter across the bar tells you that you're in for a treat.

"Here you go, sir, compliments of that good-looker in the corner," the waitress says, and throws the algaebrew in his face! As the bar erupts in laughter, she quickly retreats behind the bar, where the bartender keeps his hands beneath the counter — sure sign of a shotgun. The victim of the algaebrew stands there fuming, rubbing the foam out of his eyes. His buddies are on the floor, holding their sides.

Suddenly, the beer-soaked man turns to you and bellows, "No one makes a fool of me! You'll pay!" and runs toward you!

What will you do? Stand up to fight (371), try to calm him down (386), or run (399)?

329 You press on the accelerator, but the car with the flashing lights keeps up. Meanwhile, your CB crackles to life. "This is the Yakima Police," the voice says. "Pull over, NOW."

What will you do? Pull over (387), shoot it out (343), or keep running (9)?

330 "Any trouble?" you ask one of the mechanics. "A little," he replies, "but it's in tiptop shape, now. Oh, yeah, you're supposed to get something from Hal over there." He nods toward one of the other mechanics, whose clean clothes indicate he is more a supervisor than a doer, and probably another agent.

Turn to 344.

331 You're beginning to get the idea that if Havelock is against something, it's probably a good idea. You pick up the body and take it back to the car. There's still some room in the trunk — you stuff the body in, none too delicately. "Sorry, pal," you mutter as you force the lid shut.

Time to get going. Mark off 30 minutes, and turn to 227.

332 "This is the Jupiter northbound, good buddy, come back," you say into your radio.

Havelock grimaces and asks you, "What language was that?" You get no response on the radio.

If you open fire, turn to 400. If you wait and see what they do, turn to 345.

333 "Okay, let's do it," you say.

Henderson hits a button in his briefcase and talks into a small microphone. "It's a go. Get started," he says, then turns to you. "By the time you get to the arena, your car will be ready to go. We'll have Havelock at the arena in two hours. Your seventeen hours start then. Don't worry about the local police — it's fixed. You just walk out with us."

"One last question," you ask. "You guys have plenty of resources and people. Why don't you take Havelock yourselves?"

"Orders," Wilkes says. "Command thinks there's a leak in the local office, so Henderson and I were told to set up this little end run. It ought to buy you some time. Let's get going."

You walk out of the Boise Police Station, and Wilkes and Henderson say good-bye. "Remember, we cannot help you in any way, or our leak will ID you and Green Circle will be all over you. Good luck."

Turn to 256.

334 "I hear a lot," the man behind the counter says. "But I've got to be careful. Travelers come and go, but I've got to live here."

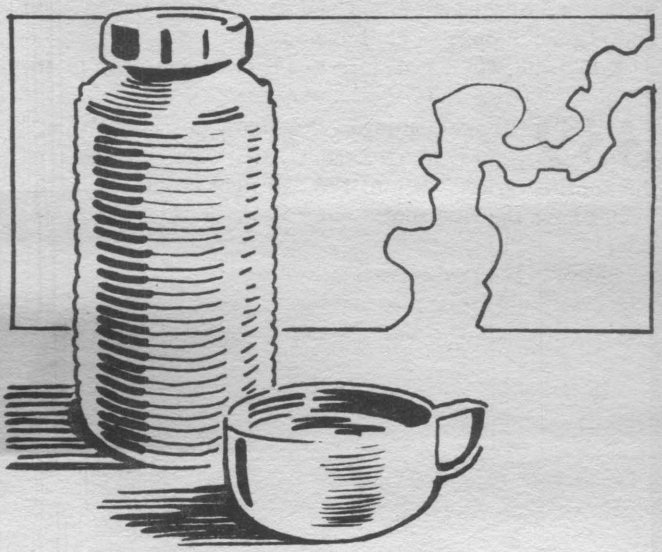
If you bribe him for information, turn to 391. If you don't want to press him, return to 275 and choose again.

335 "Howdy, Zeke," you say, identifying yourself. "What are you doing out here in the middle of the night?"

"Going home to Seattle. That where you headed?"

If you tell Zeke you're going to Seattle, turn to 362. If you make something up, turn to 377.

336 You get back on the road as quickly as you can manage. Turn to 220.



337 There are two bodies inside the van, but they're beyond help. The fire has already destroyed anything worth salvaging. The van is clearly the victim of a road duel — it's scarred and pitted by various armaments, including a flamethrower — and the duel appears to have ended less than 10 minutes ago.

Suddenly, Havelock points at the pavement and screams. You look down — spray-painted on the road around the wreck is a green circle!

"Let's get out of here!" you yell, but Havelock is already ahead of you. You leap back into the Jupiter and peel out.

Turn to 236.

338 The Jupiter comes to rest on its side, but it leans at an angle — with luck, it can be pushed back on to its wheels. For once, Havelock gives you no trouble as the two of you climb out and assess the situation. You and Havelock push as hard as you can.

Roll 1 die. On a 1–4, turn to 17. On a 5–6, turn to 46.

339 "Jupiter calling cycles on my tail, come back," you say into the radio. Their only response is of the gunfire variety. Turn to 176 and fight it out, letting the cycles have the first shot.

340 The banging overhead stops. You check your weapons display with a sickening feeling — your Vulcan's been completely smashed!

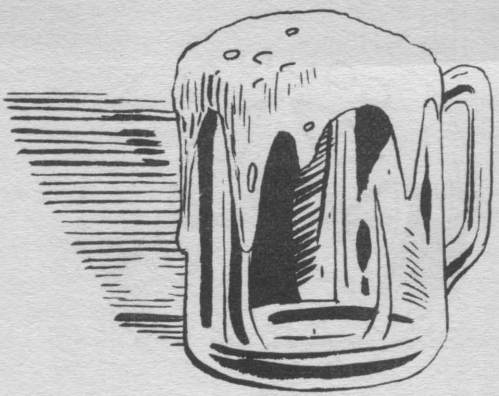
Abruptly, you realize that the "fly" has a problem: He can't do much more damage up there — wrenches just aren't effective against vehicular armor — and the cycle with the sidecar wrecked a few hundred yards back!

You only get to enjoy his predicament for a moment, for as you drive across a short bridge, the "fly" jumps! Is there water down there? Does he know? Does he care? You'll never know . . .

If there is only one cycle left, it immediately flees. Turn to 206.

Otherwise, the battle continues. Turn to 174.

341 If your car is still being worked on, turn to 355. Otherwise, turn to 370.



342 "I'd really rather you didn't," you call out. "He looks like he's had enough already."

A look of disappointment crosses the waitress's face. She tries to step past the man to deliver your beer, but the man grabs her, saying, "When I ask a woman to sit down and have a drink with me, I don't expect to get turned down."

Another man, shorter than the first and a whole lot more sober, gets up and approaches the little drama. "If that's your idea of charm, friend, you'd better get used to being turned down. Now why don't you let that lady do her job, and I'll buy you a drink."

"This is none of your business, little man," the drunk yells. With one hand he pushes the short man over a table and on to the floor. Friends of both men stand up and face each other. The situation is one step short of becoming a full-blown brawl!

What will you do?

Step in and defuse the situation (8)?

Try to leave the bar (23)?

Wait to see what happens (37)?

343 You open fire on the supposed police cruiser. It returns fire immediately.

POLICE CRUISER

Mid-size, 55 hit points. Defense Class 13; Handling Class 2.

Weapons: Vulcan MG in turret (Combat Bonus 1, 2 dice of damage, 3 damage boxes).

2 linked recoilless rifles to front (Combat Bonus 0, 2 dice damage each, 4 damage boxes each).

Power Plant: Super (12 damage boxes).

Gadgets: Targeting computers for both driver and gunner (Combat Bonus +1).

The police driver is Driver–3, Gunner–1. The police gunner is Gunner–2. Both wear improved body armor (which provides 6 extra hit points).

Fight for 10 turns. If, after 10 turns, the police car is knocked out, turn to 25. Otherwise, turn to 32.

If your car is crippled, or if you are killed, your adventure is over.

344 You're walking over toward Hal, and the mechanics are packing up their tools, when you hear a single pistol shot and the high-pitched whine of a racing motorcycle engine.

No one drives that fast in the pits, you think — when, suddenly, a single motorcycle turns the corner, not 40 yards away. It's a light, unarmed cycle — but the passenger on the back is leveling a sub-machine gun at you and the mechanics. Your car isn't powered up yet — its weapons won't work!

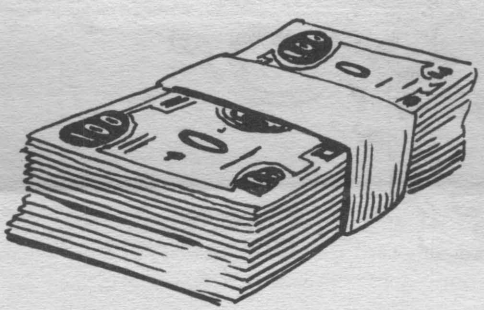
What will you do? Dive for cover in the car (358), try to protect Havelock (373), or draw a weapon and return fire (388)?

345 The cycles close to within 30 yards, and open fire. Turn to 400 and fight it out, but the cycles get first shot.

346 "Not worth it," you say. "I'm not going anywhere near a mini-nuke for money that won't even replace my car."

Wilkes forces a smile. "I'm authorized to go up to $25,000, and that's my final friendly offer. You don't *want* to hear the unfriendly offer." He sounds sincere.

If you take the new deal, turn to 333. If you still don't want it, turn to 390.



347 "I've got some ammo," the man behind the counter says. "I can top off that Vulcan you got, plus I got most common hand-weapon loads. Nothing fancier than that. Now Jenkins up in Pendleton, he's got a lot more stuff. He's no Uncle Albert, but he's got a bunch more stuff than I carry."

If you buy some ammo, turn to 12. If not, return to 275 and choose another topic.

348 You say nothing. "Pal, I know you can hear me. But if you're not the social type, I'll just put the hammer down." A light-blue mid-sized comes up from behind you doing about 20 mph faster than you, passes without a glance, and disappears in the distance.

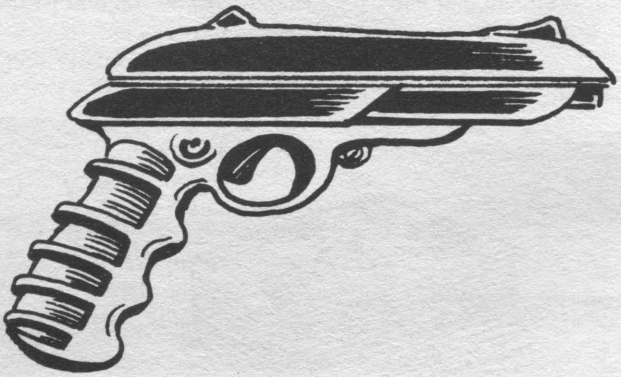
Turn to 367.

349 What tactic will you use?

Ram the log and try to push it out of the way (365)?

Try to drive around it (380)?

Stop in front of the log and shoot it out (395)?



350 The truck stop manager, a beefy man in a jumpsuit, comes out to meet you. "Got a tow short of cash here," the tow-truck driver says.

"Well, we can work something out," the man says. "Anyone with a car has assets — and we can't just leave people stranded out there, now can we?"

If you have any hand weapons or personal equipment, he'll accept them as payment — at 75% of their listed value. If you don't have enough equipment (or are unwilling to part with it), he has another idea.

"You're an AADA member, right?" he asks. You nod, and he motions for you to follow him to his office. There, he punches some numbers into a terminal, and gets back what looks like a report on you.

"I've heard of you," he says. "It's been a while, though. Tell you what — you're still active in duelling. I can get you to sign this winnings assignment contract, and file it with the national office. Anything you win in an arena goes straight to me until the debt is satisfied. Now, I'm taking a chance — you might never win again. So the debt is going to have to be triple. $1,500."

You realize you don't have much choice, not if you want to get back on the road and complete the mission. Feeling a little sorry for you, he throws in a free recharge.

Choose your method of payment, mark off 15 minutes for the negotiation, and get back on the road. Turn to 249.

351 "There's a few things going on," a sleepy teenager behind the counter says. "But I can hardly keep track, with my mind so occupied with Ma's operation." This kid's too young to be so greedy, you think.

If you bribe the kid, turn to 304. If you don't, turn to 290.

352 You apply a few simple bandages, and make sure the cyclist is comfortable. "Now I know you're crazy," Havelock says. "Don't you realize that maniac just tried to kill us?" Despite Havelock's protests, it just didn't seem right to abandon the wounded cyclist. He's out of danger now, and appears to be coming out of it.

If you stay and talk to him, turn to 196. If you leave him, turn to 210.

353 Bad luck! The Jupiter is on its roof. Only a tow truck can set it right now. You're almost sure you're in radio range of Kennewick, and maybe in range of Pendleton, too. What will you do?

Radio Kennewick for help (83)?

Radio Pendleton for help (113)?

Wait for a passerby (128)?

Use a special radio code? (If you know about a special radio code from the Boise AADA office, you may use it by going to the paragraph number in the code.)

354 You wait to see what they want. That becomes obvious as they open fire. Turn to 176 and fight it out, letting the cycles have the first shot.

355 You're killing time in the deserted coffee shop, talking to the cashier — a friendly man named Dickson — and waiting for the mechanic to finish working on your car. A few minutes pass, when a small boy comes running in.

Turn to 385.

356 You say nothing, uncomfortable about becoming involved against your will. Roll 1 die: On a 1–3, turn to 52. On a 4–6, turn to 66.

357 You get out, and are met by a uniformed officer of the Yakima Police. "Routine inspection," he explains. If you saved the old man's life in Pendleton, turn to 53. If not, turn to 67.

358 You dive in the open driver's door of the Jupiter, as shells and sparks fly all around you. You hear the sound of return gunfire from where the mechanics were, as well as from some of the other pits. Starting a gunfight in an autoduelling pit is not a sane idea! You then hear the squeal of tires on concrete, a crash — and then silence.

Turn to 11.

359 Great driving! You hugged every curve perfectly, and judged your speed like Fangio himself. Even Havelock seems a little impressed. The motorcyclists are a distant memory in your rear sensor display. This brief encounter took no time worth mentioning.

Turn to 56.

360 Wilkes is genuinely upset. "We're used to getting our way, friend. Let me put it this way — we can ruin your career and have you washing sheets in a prison laundry for the next five years. All we want is for you to listen to the deal."

If you agree to listen, turn to 287. If you refuse, turn to 375.

361 Junior will repair one damage box for every 30 minutes you have him work, for a maximum of 3 hours on your car. Each repaired damage box costs you $150. (The reason Junior quits after 3 hours is that he's out of material.)

When he's done, mark the time off and turn to 376.

362 "That's where I'm headed, too," you say.

"Great! Do you think we could convoy? Safety in numbers and all that," Zeke says.

If you think it would be a good idea, turn to 150. If you'd rather not, turn to 392.

363 There's nothing here you're interested in. Mark off 15 minutes for the fight, and turn to 96.

(If Havelock has been killed in this battle, turn to 148 and follow the instructions there, then return here to continue — write this paragraph number down.)

364 From the Interstate, the Easton Truck stop doesn't even look open. You drive on in the Washington predawn. Turn to 220.

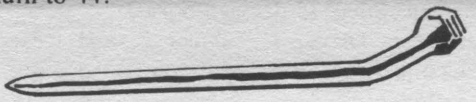
365 "Hold on!" you yell, as you floor it and head straight for the log.

How were you to know that the log was set into brackets on both sides of the road so that it wouldn't roll? The log cushions your impact with all the forgiveness of a brick wall.

Your adventure is over.

366 "I only know what I see in the papers," Ernie says. "Co-owner of some high-tech wizardry shop out on the edge of town, does a lot of work for the government. Gives money occasionally to civic causes, environmental research groups, that sort of stuff. Never been in my bar — I don't think he's the same class as my clientele."

Return to 44.



367 You've driven about 30 minutes past Ellensburg (mark it off), and are nearly to Easton. Merging on to the highway with you are three cars, matching your speed.

CAR #1 (BUSTING BRAUN)

Mid-size, 45 hit points. Defense Class 11; Handling Class 3.

Weapons: Rocket launcher in a turret (Combat Bonus –1, 2 dice damage, 2 damage boxes).

Heavy rocket to front (Combat Bonus –1, 3 dice damage, 2 damage boxes).

Power plant: Medium (8 damage boxes).

The driver is Driver–1, Gunner–1, and wears no armor.

CAR #2 (COSIMO)

Luxury, 55 hit points. Defense Class 10; Handling Class 2.

Weapons: 2 linked machine guns to front (Combat Bonus 0, 1 die damage each, 3 damage boxes, each).

Vulcan machine gun in turret (Combat Bonus +1, 2 dice damage, 3 damage boxes).

Power plant: Large (10 damage boxes).

The driver is Driver–1, Gunner–1. The gunner is Gunner–2. Both wear body armor (which provides 3 extra hit points).

CAR #3 (ZULU SURPRISE)

Compact, 35 hit points. Defense Class 12; Handling Class 3.

Weapons: Recoilless rifle to front (Combat Bonus 0, 2 dice damage, 4 damage boxes).

Power plant: Small (5 damage boxes).

The driver is Driver–1, Gunner–2, and wears body armor (which provides 3 extra hit points).

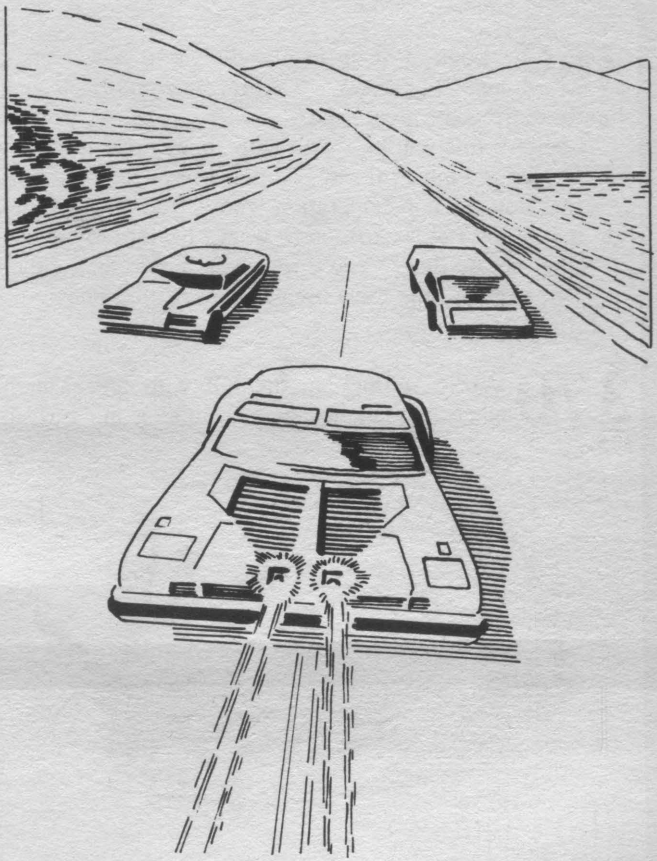
The CB crackles, and a voice says, "Congratulations. Frankly, we didn't think you'd make it this far. But the rent is now due, and Green Circle is the landlord."

Havelock screams, "Not Green Circle! Not here! Not now!"

It's time to fight. The three cars will fight to the death.

If the cars are defeated, turn to 291.

If your car is crippled, or if you are killed, your adventure is over.



368 That's one way to quiet him down.

If Havelock is merely wounded, he slumps back into his seat, moaning. You'll have to get him some medical attention as soon as possible.

If Havelock is unconscious, you push him back into his seat. He doesn't give you any more trouble (obviously), but he will need medical attention at first opportunity.

If Havelock is dead, write this paragraph number down, and turn to 148. When you are done there, return here.

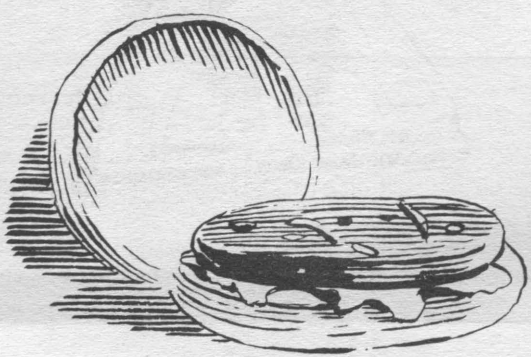
Turn to 265.

369 "Look, I'm up to my elbows in power plant here," you say. "Can't you come back at a slightly more convenient time?"

"I believe this will be worth your time," the man with the ID says. "I must inform you that I have the option of arresting you for noncooperation with a federal investigation if you don't at least listen to what I have to say. Now, I'd rather not do that." You'd rather he not do that, either . . . Oh, well — time for a break, anyway, you guess.

Turn to 163.

370 You're settling up the bill with the cashier, when a small boy comes running in. Turn to 385.



371 You don't go out of your way to pick fights — but you don't back down from them, either. As the drunk charges, his friends aren't far behind. Fortunately, there are plenty of other people in the bar who don't think six against one is particularly sporting, and there are more who simply enjoy a good brawl. It's mayhem now.

Turn to 85.

372 "I said get out NOW," the voice says. "Don't make it hard on yourself. It's just a routine inspection." A second police cruiser pulls up in front of you, blocking the way.

"Maybe we should get out," Havelock says. You agree.

Turn to 278.

373 You dive at Havelock, knocking him down and covering him with your body. Slugs fly all around — you think one grazes your body armor, and two more hit the wall directly above you. But you quickly hear the sound of return gunfire from where the mechanics *were, as well as from* some of the other pits. No one in their right mind starts a gunfight in an autoduelling pit! Then you hear the squeal of tires on concrete, a crash — and then silence.

Turn to 22.

374 Nice try. You almost had them beat, but you didn't expect that debris in the road. Try another Control Roll, this time with no penalty. If you make it, turn to 101. If you fail, turn to 117.

375 "Have it your way. Nice knowing you." Wilkes and Henderson have a word with the guard on the way out. You are taken to a different part of the jail, and locked in a cell alone. You are kept there for three days, and then bundled off in a van to a prison. They don't even bother to try you — you spend the next five years in a prison cell, working in the laundry.

Your adventure is over.

376 You've done all you want at this truck stop, and it's time to move on. As you strap yourself in, you ask Havelock what he did while you were stopped.

"Had a lousy cup of coffee," he says grouchily. He doesn't make it sound very appetizing, so you don't regret missing a cup yourself. Time to get back on the road.

Turn to 4.

377 "I'm not headed that far, myself," you lie. "In fact, my turnoff is just ahead."

"Well, that's the breaks. I'm gonna put the hammer down now. Nice talking to you." A light-blue mid-sized comes up from behind you doing about 20 mph faster than you, passes without a glance, and disappears in the distance.

Turn to 367.

378 It's a typical Green Circle ambush squad — no IDs and $1,000 apiece in cash. There are also a few quickly salvageable items on the wrecks — the retail value of the equipment is $1,200.

If Zeke is with you, you split the money with him. Otherwise, it's all yours. Add the cash to your Money, mark off 30 minutes for the fight and looting, then turn to 259.

379 You pull in to the Easton Truck Stop, which is all but shut down at this late (or very, very early) hour. A recharge costs $50 and takes 15 minutes (mark it off).

If you ask about the road conditions ahead while you're waiting, turn to 351. If you don't do anything but drink some warmed-over coffee (compliments — sort of — of the house), turn to 336.

380 "Watch this!" you exclaim, as you gun the engine and swerve onto the shoulder of the road.

How were you to know that the Rangers had put down mines just for this contingency? Your car (and Zeke's, if he is with you) takes 6 dice of general damage. If Zeke's car is destroyed, he's out of the adventure.

If you survive, turn to 14. If your car is destroyed, or if you are killed, your adventure is over.

381 You pull into the Ellensburg Truck Stop, and stop off at the recharge station. A recharge costs $50 and takes 15 minutes (mark it off). While you're waiting, you might try to find out some information. You can:

Ask about road conditions (15).

Ask about bandit activity (29).

Get back on the road as quickly as possible (321).

382 Havelock and you are both taken inside. Havelock is taken to a back table, where he looks over the plans of the food plant with some other agents.

Wilkes stays with you near the door. "I'll need a full report," Wilkes says.

In addition to recounting the facts of your journey, are there any special subjects you want to discuss? Wilkes is a very busy man — you can only mention *two* of the subjects below before you run out of time. You can:

Recommend Zeke Maxwell for an award, if he traveled with you (140).

Mention Havelock's actions (155).

Report the Snoqualmie Rangers' roadblock (173).

Talk about the Boise AADA office (185).

Talk about Murphy the courier (199).

Return to this paragraph after each topic. When you've discussed both of your topics, turn to 213.

383 Hard to believe you could miss at this range, but you did. The miss seems to have the desired effect, though. A startled Havelock freezes, then cowers in the far corner of the passenger seat. "You wouldn't really shoot me, would you?" he whimpers.

"Only if I have to," you respond with a smile. It was crude, but it's also the first time you've gotten the better of Havelock all night.

Turn to 265.

384 After 30 minutes of uneventful driving (mark it off), Ellensburg is only a few miles away. You turn on to I–90 there, and then it's a straight shot into Seattle . . .

Your planning is shattered by bright lights behind you. Two cycles, gaining fast. Havelock looks at you calmly, as if to say, "Well? What are you going to do?" What *are* you going to do?

Open fire (176)?

Wait and see what they'll do (354)?

Hail them on the CB (339)?

Try to outrun them (324)?

385 "Come quick!" the kid yells. "Grandpa's house is on fire, I think he's still inside! Hurry! Hurry!" Dickson pulls the key out of the register with a jerk, locking it down, and vaults over the bar. You look around — Havelock is nowhere to be seen!

"Well, come on!" Dickson yells at you. "The Abel place is only a few hundred yards across that field. It'll be quicker to run."

What will you do? Go with Dickson to help (180), or stay here (5)?

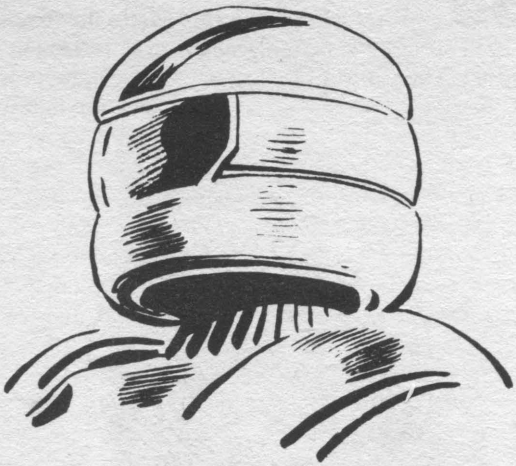
386 You stand up, arms extended in a calming gesture. "Let's talk this over pal," you say. "I think we can work something out." Roll 1 die: On a 1–5, turn to 97. On a 6, turn to 112.

387 Maybe they are cops, after all. . . You pull over and come to a stop. Seconds later, another police cruiser pulls in front of your car, blocking it. You are covered as you get out of the Jupiter, but the police relax when they see you are cooperating.

Turn to 278.

388 You see Havelock dive for the floor, so he ought to be safe. Meanwhile, the mechanics are drawing an impressive array of weapons and returning fire, and some of the other duellists in other maintenance bays are firing too. You pull out your own SMG and fire.

Make an Attack Roll: If you hit, turn to 76. If you miss, turn to 55.



389 The cycles seem to be giving better than they're getting, for now at least — when they both suddenly slam on their brakes, leaving you to charge out ahead! You check your forward scope for an ambush, but see nothing. You check back again, and the cycles are fleeing!

"Maybe you wounded one of the drivers with a lucky shot," Havelock says. Maybe . . . but the whole thing seems very strange.

What will you do? Pursue them and continue the fight (132), or let them go (149)?

390 "Okay, forget the money," Wilkes says. "We'll still provide a recharge and reloads, and we'll take care of the local police charges. But you don't get a penny when you get to Seattle — but then again, we don't throw you in jail for ten years, either. Well?" You're up against it now.

If you take this new deal, turn to 333. If you still don't want to go, turn to 375.

391 You slip $50 to the man behind the counter (mark it off), and he pockets it quietly, looking quickly to the left and right. He leans over, talking in a quiet whisper. "Some folks been through here tonight looking for you," he says. "They said to watch out for this turreted number with a hotshot driver and an old guy with a briefcase. And I don't think they were looking for no autographs."

The two people asking questions came through an hour and a half ago, the man says, and left toward Pendleton driving a motorcycle with a sidecar. "I won't tell 'em nothing if they come back by, sport. I like you better." The man reaches into his pocket to touch the $50, and you know exactly what it is he likes about you.

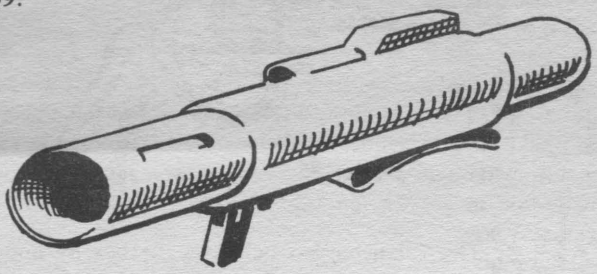
Return to 275, and choose another topic.

392 "Sorry, Zeke, I've got a nervous passenger here, and I'd rather just travel alone," you say.

"No need to apologize," Zeke says. "I've felt that way myself plenty of times. But no point in dawdling now. I'm gonna put the hammer down now. Nice talking to you." A light-blue mid-sized comes up from behind you doing about 20 mph faster than you, passes without a glance, and disappears in the distance.

Turn to 367.

393 Time is of the essence — got to keep moving. Mark off 15 minutes for the fight, then turn to 259.



394 It's been an uneventful but not particularly pleasant night spent as a guest of the Boise Municipal Police Department. You've never been arrested in Boise before, but some of the locals tell you the procedure: For charges like these, there will be a quick arraignment, where if you plead guilty and pay a $1,000 fine up front, the police will let you out. If you insist on a trial, you will be found just as guilty, but the fine will be a lot larger — and you may be looking at time.

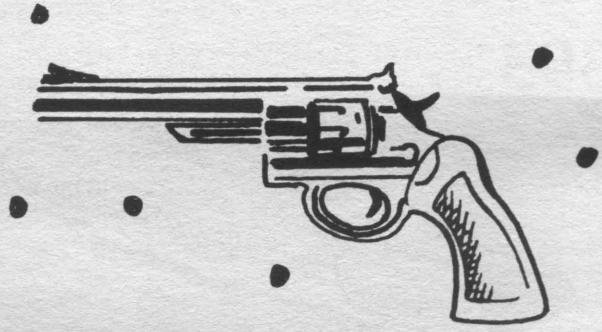
You start to wonder how you're going to make ends meet after paying the $1,000, when a guard opens the outside door and points at you. "You — there's a couple of well-dressed dudes out here to see you."

"Bail bondsmen?" one of the others asks.

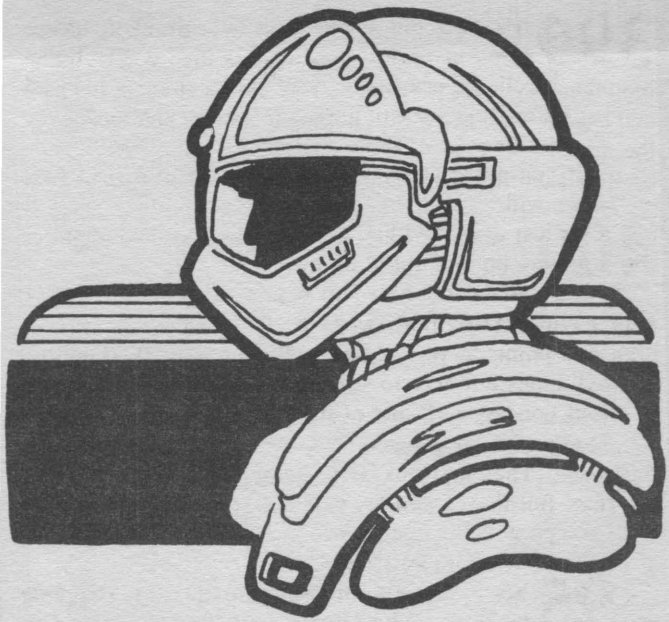
"Don't think so. I mean, shut up — this ain't any of your business." Then he turns back to you. "You don't have to see 'em. But they asked for you. You comin'?"

If you go with the guard, turn to 235. If not, turn to 247.

395 You're a sitting duck, fighting it out with two pickups, a half-dozen armed men — and a dozen more you didn't see in the glare of the searchlight. Your adventure is over.



396 The Ellensburg Truck Stop flashes by and is quickly forgotten. Turn to 321.



397 Almost there — after another 30 minutes' work (mark it off), you finally work the fender free. You get back on the road, where you've learned your lesson and take it a little easier — mark off another 45 minutes travel time before the roads get any better, and turn to 2.

398 You have no idea what's in his briefcase, and you figure it's none of your business. But what will you do now? You can't just leave everything out here, and you can't get hold of Wilkes and his friends, either. There's only one thing to do — carry Havelock's body and the briefcase to Seattle, and explain when you get there.

For the duration of the adventure, ignore the text about Havelock's advice and snide remarks — he's dead. Return to the paragraph you were reading when you were sent to 148.

399 The last thing you need is a drunk 8 inches taller and 40 pounds heavier than you trying to mop the floor with your face. You slide a chair in his path and head toward a low rail, hoping to vault it and escape out the door.

Roll 1 die: On a 1–2, turn to 127. On a 3–6, turn to 142.

400 They look like Green Circle to you — might as well take the fight to them.

CYCLE #1 (GYPSY MARIE)

Light cycle, 20 hit points. Defense Class 10; Handling Class 1.

Weapons: Machine gun to front (Combat Bonus 0, 1 die damage, 3 damage boxes).

Power plant: Small cycle (2 damage boxes).

The cyclist is Cyclist–1, Gunner–1, and has no armor.

CYCLE #2 (SAMSON JR.)

Medium cycle, 25 hit points. Defense Class 11; Handling Class 1.

Weapons: Recoilless rifle to front (Combat Bonus 0, 2 dice damage, 4 damage boxes).

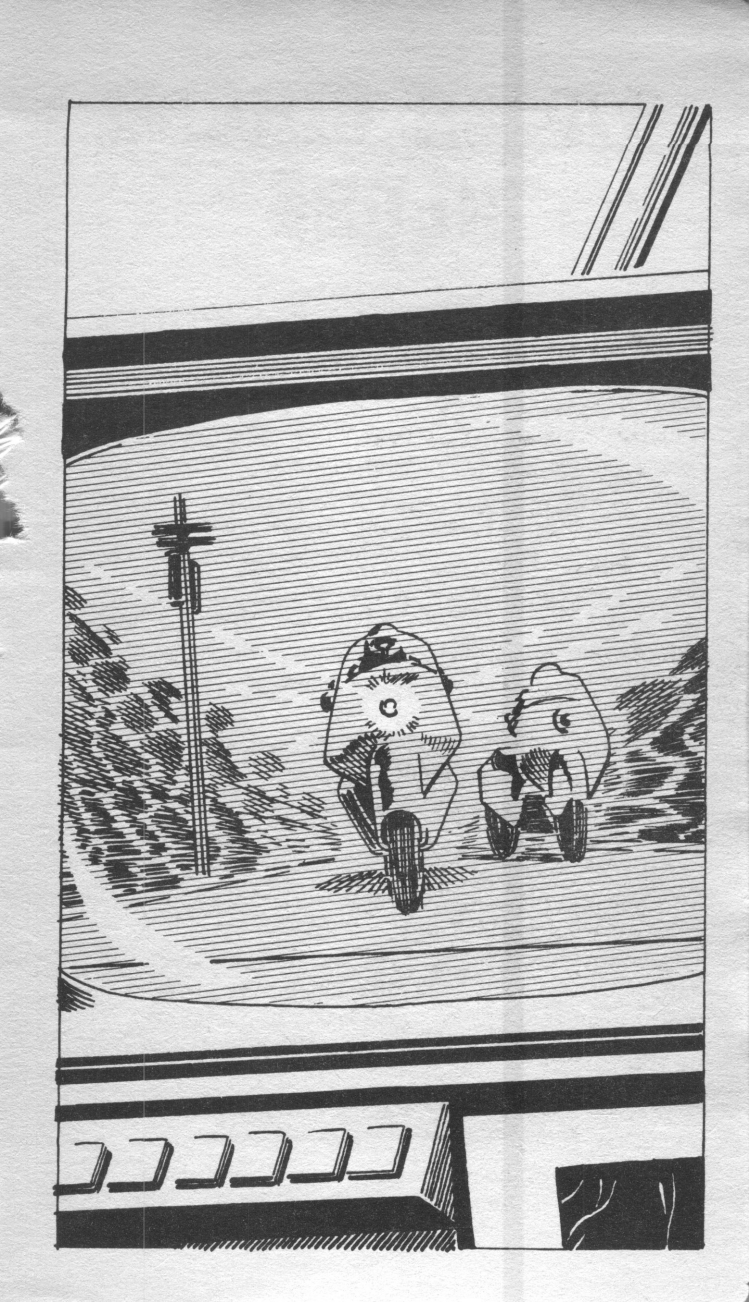
Power plant: Large cycle (4 damage boxes).

The cyclist is Cyclist–1, Gunner–2, and has no armor.

If either cycle loses more than half its hit points, turn to 208.

If the cycles score 4 successful attacks on the Jupiter, turn to 389.

If your car is crippled, or if you are killed, your adventure is over.



GREEN CIRCLE BLUES

APPENDIX

WEAPONS

These are some of the common weapons you may encounter. Some will be on your own car — others will be aimed at you . . .

Anti-tank gun. This cannon can only be mounted on large vehicles, and even then only to the front or rear. It does 3 dice of damage.

Flamethrower. A bulky, clumsy, short-range weapon that nevertheless is likely to hit because the flame spreads out. Gives a +1 Combat Bonus when you attack with it. Does 1 die of damage when it hits.

Heavy rocket. A very destructive, one-shot weapon. It does 3 dice of damage. Subtract 1 from your Combat Bonus when you fire it; it is very inaccurate. Once fired, a heavy rocket is gone.

Laser. A very accurate, destructive, expensive weapon. Few vehicles have lasers. A laser does 3 dice of damage. Add 1 to your Combat Bonus when you use this weapon. Lasers can sometimes set your foe on fire. Lasers use no ammunition — they work off your power plant. If your power plant is destroyed, your lasers stop working.

LAW. Short for "Light Anti-tank Weapon." Also called a bazooka.

Machine gun. A light, common weapon. Easy to find ammo for. It does 1 die of damage.

Minedropper. Leaves mines on the road to harass your foe. Whether he hits them is up to *his* Driving skill.

Oil jet. Produces an oil-slick to deter pursuing foes. If a foe hits an oil-slick, he will have to make a Control Roll.

Paint spray. This weapon does no harm, but shoots a cloud of paint to blind a foe.

Recoilless rifle. A better weapon than the rocket launcher, because it is more accurate. It does 2 dice of damage.

Rocket launcher. A cheap, destructive weapon. It does 2 dice of damage. Subtract 1 from your Combat Bonus when you fire it — it is inaccurate.

Smokescreen. Produces a cloud of smoke to hide you from pursuit. The smokescreen makes enemy fire inaccurate, and totally stops laser beams.

Spikedropper. As above, but drops cheap spikes to puncture the foe's tires.

Targeting Computer. Not actually a weapon, but a weapon enhancer. A targeting computer improves the accuracy of any weapon it is used with. Either the driver or the gunner may use a targeting computer (but not both at the same time, of course, unless you have multiple computers.)

Vulcan. An improved, high-powered machine gun. Very accurate — add 1 to your Combat Bonus when you use it. Does 2 dice of damage.

DEFINITION OF TERMS

Attack Roll. A roll of two dice, *plus* your Combat Bonus. If your attack roll exceeds your target's Defense Class, you hit him. Also known as Gunnery roll.

Combat Bonus. The number that determines your weapon accuracy. Add your Gunnery skill to any extra bonus you get for a computer, or for especially-accurate weapons on your car. Higher is better!

Control Roll. A die-roll (1 die) made by a driver when faced with a hazard, to see if he keeps control of the car. Add Driver skill to the car's Handling Class to determine the Control Roll needed. Also known as Driving roll.

Crippling. A vehicle is *crippled* when it can no longer

drive — either because the power plant is lost or because it has no hit points left.

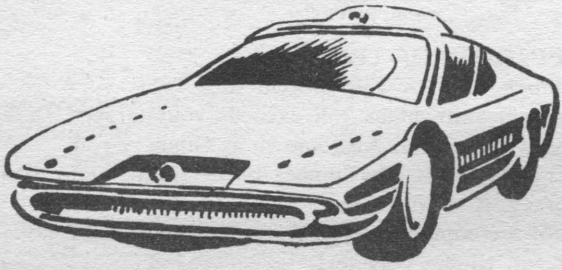
Defense Class. The number that determines how hard your car is to hit. Higher is better! Small cars are harder targets and have higher Defense Classes than big ones. Heavy armor also improves your Defense Class. Special Damage can lower it.

General Damage. Ordinary damage to a vehicle, which reduces the "hit points" its target has. General Damage is measured in "hits." One hit removes one hit point.

Handling Class. The number (from 0 to 3) that shows how well your vehicle handles. The higher the Handling Class, the more likely your car is to stay on the road.

Hit Points. The amount of damage a car, person, etc., can take before it ceases to function. Higher is better!

Special Damage. Damage from lucky shots that directly affects certain important parts of the car. Each hit of Special Damage is shown by marking off a "damage box" on your Record Sheet. An item with 3 damage boxes can withstand 3 hits; it then stops working until at least 1 damage box is repaired.



GREEN CIRCLE BLUES

ADVANCED RULES

Use these rules if you want a more complex (and more challenging) game.

AMMUNITION

In the basic game, ammunition is unlimited. As an advanced rule, keep track of the ammunition you expend. Lasers take power from your power plant and have unlimited shots — until the power plant is destroyed or runs dry. Machine-guns, Vulcans, paint sprays, and oil jets have 20 shots each (a "shot" for a machine-gun is one turn's worth of fire). Other weapons have 10 shots each. Extra ammunition is a good thing to carry — or to find in a salvaged wreck.

If you run out of ammo in a fight, you don't automatically lose, but your opponent gets to shoot at you until your car is wrecked or your fuel runs dry — *unless* the text gives you an option to escape, or to fight in a way that doesn't *require* shooting at the foe!

If you both manage to run out of ammunition, keep fighting anyway until one or the other is wrecked. But at the end of the battle, the winner's guns are considered *empty*.

When you buy a new car, it comes fully loaded with ammo unless the paragraph specifies otherwise.

SUSTAINED FIRE

If you shoot with the same weapon at the same target for

2 or more turns in a row (vehicle fire only), you get a +1 Combat Bonus on the second shot, and a +2 bonus on the third and successive shots. If you use this rule, apply it to foes as well as to yourself!

RECHARGING

Cars don't run forever on a single charge — you need to *recharge* their power plants. A power plant must be recharged every 200 miles. In addition, plants can only be recharged at the proper facilities — and when you're in the middle of nowhere, you'd better know where your next charge is coming from!

Distances are given on the road map to help keep track of when you need a charge. You may recharge whenever an option is given.

COMBAT MANEUVERING

In the basic game, the directions in which a weapon can shoot are governed by the player's good judgment. As an advanced rule, weapons may only fire in the same direction as the side on which they are mounted.

Weapons mounted "to front," for instance, can only fire forwards. Weapons mounted to right, left, or rear can only fire in those directions. Turret-mounted weapons may fire in any direction.

The text for each combat entry describes the initial facing of each vehicle. Often, they are facing front-to-front or front-to-rear.

If you want to change your vehicle's position, bringing your other weapons to bear on an enemy, try a Control Roll. The roll may be made in addition to any firing you do that turn. If your roll is successful, you may change your facing by 90 degrees — from front to right side, for example, but not from front to rear in a single maneuver. If the roll is unsuccessful, your vehicle misses its next turn while you regain control.

NEW IN 1987 FROM THE CREATORS OF THE DRAGONLANCE® SAGA

LEAVES FROM THE INN OF THE LAST HOME

Compiled by Tika and Caramon Majere, Proprietors

"The Complete Krynn Source Book," as edited by DRAGONLANCE authors Margaret Weis and Tracy Hickman, brings together for the first time all the poetry, songs, recipes, maps, journals, legends, lost manuscripts, scholarly essays, time-line chronology, herbalism, numerology, runology, and artifacts of Krynn, in one loving and lavish catalogue that is a must for devoted readers of the DRAGONLANCE saga.

Now on sale!

THE ART OF THE DRAGONLANCE® SAGA

Edited by Mary Kirchoff

Collector's edition of new and previously published sketches and full-color paintings of the DRAGONLANCE saga as depicted by TSR's well-known staff of artists and other superb illustrators. Interviews with the series authors, Margaret Weis and Tracy Hickman, and the TSR artists, illuminate the creative process behind the magnificent visual interpretation of this fantasy classic.

Now on sale!

THE ATLAS OF THE DRAGONLANCE® SAGA

by Karen Wynn Fonstad

A complete atlas by a noted cartographer detailing the lands and places of the DRAGONLANCE® novel and game saga. Including extensive maps and descriptions of the world of Krynn, as created by Margaret Weis and Tracy Hickman. A unique and comprehensive gift book for serious fans of the DRAGONLANCE® fantasy series.

On sale in October!

NEW IN 1987 FROM THE CREATORS OF THE DRAGONLANCE® SAGA

DRAGONLANCE TALES, VOL. I: THE MAGIC OF KRYNN

First in the series of short-story collections set in the popular world of the DRAGONLANCE® saga, as edited by Margaret Weis and Tracy Hickman. Seven weeks on The New York Times' list of paperback best-sellers, this volume boasts sea monsters, dark elves, ice bears, hideous, hydra-headed serpents, loathsome draconian troops, and all the familiar companions. The acclaimed new novella by Weis and Hickman gazes into the future of Caramon and his mage-son, and into the dark nether-past of Raistlin.

On sale now!

DRAGONLANCE TALES, VOL. II: KENDER, GULLY DWARVES, AND GNOMES

Second in the series of short-story collections, as edited by Margaret Weis and Tracy Hickman, spotlights the fascinating other-worldly creatures of Krynn—with untold tales about the irrepressible kender, gully dwarves, gnomes, and other minor races. Includes short story contributions by some of America's finest young fantasy writers and a fascinating new novella by Weis and Hickman chronicling the new generation of heroes!

On sale now!

DRAGONLANCE TALES, VOL. III: LOVE AND WAR

Third in the series of short story collections, as edited by Margaret Weis and Tracy Hickman, recounting DRAGONLANCE® tales of heroism and romance, of noble sacrifice and doomed friendship, of conquest and endearment. This volume of fresh Krynn lore by a group of TSR writers will be capped by "Raistlin's Daughter," a powerful new novella that will open yet another chapter in the life of the series' most complex and extraordinary character, Raistlin, the sickly mage-scholar.

On sale in October!

GREEN CIRCLE BLUES

Welcome to the world of 2037, where adventure is everywhere, and the right-of-way belongs to the driver with the biggest guns. This is the fast-paced world of arena combat, highway battles, cycle gangs, and unstoppable eighteen-wheelers . . . the world of CAR WARS®!

In this book, YOU create your driver, YOU have the opportunity to improve your vehicle and its arsenal of armament, YOU determine your driver's skills.

Based on the highly popular CAR WARS® Game by much-heralded game designer Steve Jackson, this book captures all the thrills of the game. Armed with nothing more than three six-sided dice and paper and pencil (not included), you are ready to "hit the road" to high-speed adventure, even if you have never played the CAR WARS® Game before.

Good luck . . . and good driving!

CAR WARS is a registered trademark of Steve Jackson Games Incorporated.
©1987 Steve Jackson Games Incorporated.
All Rights Reserved.
The TSR logo is a trademark owned by TSR, Inc.

In the UK £1.95 Net
ISBN 0-88038-445-X
8018
Printed in U.S.A.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom